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Provincial and Territorial Culture Satellite Account, 2010



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- ... not applicable
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- 0^s value rounded to 0 (zero) where there is a meaningful distinction between true zero and the value that was rounded
- ^P preliminary
- ^r revised
- X suppressed to meet the confidentiality requirements of the *Statistics Act*
- ^E use with caution
- F too unreliable to be published
- * significantly different from reference category ($p < 0.05$)

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Acknowledgement

Provincial and Territorial Canadian Culture Satellite Account, 2010

This paper outlines the Provincial and Territorial Canadian Culture Satellite Account (PTCSA) developed by Statistics Canada. The PTCSA provides measures of the economic importance of culture (inclusive of the arts and heritage) and sport across Canada in terms of output, gross domestic product and employment, for reference year 2010.

The development of the PTCSA is funded by the Department of Canadian Heritage and its partners:

- The provincial/territorial ministries of culture and/or heritage
- Canada Council for the Arts
- Library and Archives Canada
- Telefilm Canada
- The Cultural Human Resources Council
- Ontario Media Development Corporation
- Ontario Arts Council
- The Creative City Network of Canada and all participating municipalities
- Ontario College of Art & Design University (OCAD)
- Alliance for Arts + Culture

This report was prepared by the staff of the Satellite Accounts and Special Studies Section, National Economic Accounts Division, Statistics Canada. We wish to acknowledge the ongoing support of staff from the Industry Accounts Division and National Economic Accounts Division of Statistics Canada, and the Department of Canadian Heritage along with its broad network of funding partners.

Executive summary

The Provincial and Territorial Culture Satellite Account (PTCSA) was developed by Statistics Canada with the support of the Department of Canadian Heritage and its many partners.¹ The PTCSA provides measures of the economic importance of culture (inclusive of the arts and heritage) and sport by province and territory in terms of output, gross domestic product and employment, for reference year 2010.

In the PTCSA, culture is defined as a creative, artistic activity, the goods produced by it, and the preservation of heritage. Sport is defined as an individual or group activity often pursued for fitness during leisure time which may be undertaken for fun or competition. Sport includes recreational sports and physical activities, as well as professional, semi-professional or amateur sport clubs and independent athletes that are primarily engaged in presenting sporting events before an audience. Culture and sport estimates are mutually exclusive of one another.

The PTCSA is an extension of the Canadian Culture Satellite Account published in September 2014. The PTCSA is a product of both the 2011 Canadian Framework for Culture Statistics (CFCS) and the Canadian System of National Accounts (CSNA). The CFCS provides the guiding principles to define and identify cultural economic activity, whereas the CSNA provides the mechanism and data to derive the estimates.

Culture and sport are not explicitly identified as industries within the CSNA but are rather activities found in several industries within its framework. As such, it is necessary to identify and isolate all the culture or sport activities from within the economy and present them in a coherent form—a satellite account.

While other studies measure the importance of culture, the satellite account approach is both comprehensive and compatible with other macroeconomic indicators and accounts. The PTCSA allows comparisons with other industries or other activities, and uses a set of concepts and definitions common to the CSNA, the primary building block of the PTCSA.

The PTCSA 2010 estimates were derived primarily from the 2010 Input-Output tables, within the CSNA, with specific methodologies used to isolate the culture and sport industries for each province and territory. Once all culture and sport industries and activities are identified, output, GDP and jobs can be estimated.

The scope of the study is similar to that of the Canadian Culture Satellite Account², only extended to include the provinces and territories. The PTCSA covers all the culture goods and services produced in the economy by establishments in both culture and non-culture industries. It also highlights cultures industries and the goods and services (both culture and non-culture) that they produce—measuring both market and non-market output. However, the PTCSA does not include volunteering activities.

The PTCSA measures the economic importance of culture and sport to the provincial and territorial economy from two unique perspectives:

- the product perspective, which measures output, GDP and jobs resulting from the production of culture or sports products regardless of whether they were made by establishments in culture or non-culture industries; and
- the industry perspective, which measures the output, GDP and jobs resulting from production from establishments classified as belonging to the culture and sport industries. These estimates include the production of non-culture and non-sport outputs.

The PTCSA excludes the Infrastructure domains: Mediating Products and Physical Infrastructure. These domains have been excluded as they are not directly related to the creation of culture products but rather, support the production and consumption of culture output.

1. A complete list of partners is available in the Acknowledgement section of this report.

2. The national study was released September 2014. See Canadian Culture Satellite Account, 2010 Statistics Canada Catalogue no. 13-604-M-No. 75. <http://www.statcan.gc.ca/pub/13-604-m/13-604-m2014075-eng.htm>.

Since the PTCSA is an accounting framework and not an economic impact model, it only includes the measurement of direct³ culture or sport GDP, jobs and output; it does not measure indirect⁴ or induced⁵ impacts.

Finally, the work of compiling the provincial and territorial dimension of the CSA has highlighted further areas for improvement such as the Craft, Library, Archive and Film and Video sub-domains.

A feasibility study to develop annual PTCSA indicators to measure the importance of culture and sport in a regular and timelier fashion is currently underway. These estimates will be benchmarked to and projected from the 2010 PTCSA. The official release of the annual PTCSA indicators for 2010 to 2014 is expected in 2016.

3. The direct impact represents the increase in GDP, jobs and output directly due to the production of culture and sport goods and services. For example an increase in production of books would have direct effect on GDP and jobs.

4. An indirect impact represents the increase in GDP, jobs and output of an industry which produces a good or service that is used as an input by a culture or sport industry. For example, an increase in the production of books will require more paper which will increase the output, GDP and employment of the paper industry.

5. An induced impact represents the increase in GDP, jobs and output resulting from households spending the compensation they received for contributing to this output. For example, an increase in the production of books resulted in more money to the households involved in both book and paper production. These households spent their compensation on other goods and services, therefore further increasing GDP and employment in the economy.

Highlights

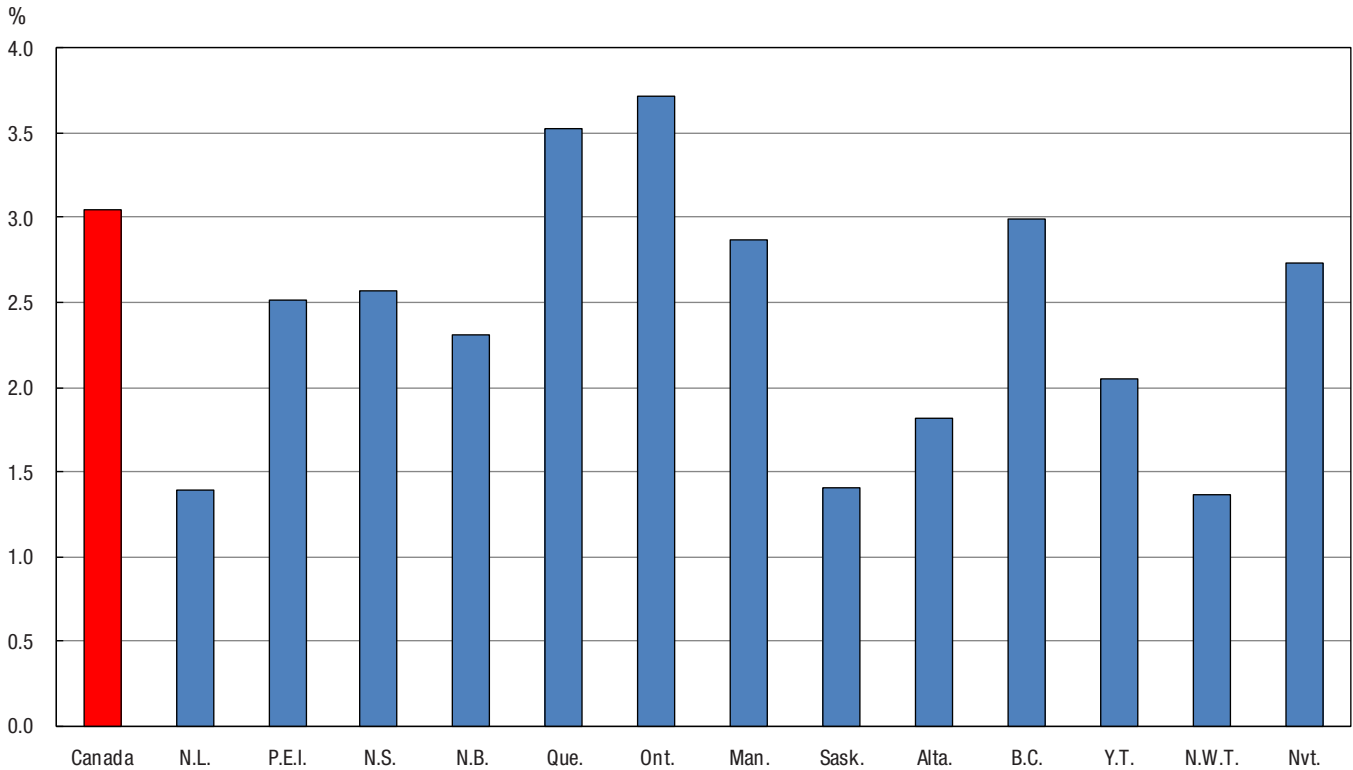
Culture

Viewed from the product perspective

Culture GDP at basic prices equaled \$47.7 billion, contributing 3.0% to Canada’s GDP in 2010.⁶ It varied considerably in importance across provinces and territories in Canada, from 1.4% in Newfoundland and Labrador to 3.7% in Ontario. Culture jobs accounted for 642,486 jobs in 2010, contributing 3.7% to total employment in Canada.

Chart 1

Culture GDP as a share of total provincial and territorial economy, 2010 (product perspective)



Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010

6. The incorporation of new data led to small revisions to the national culture and sport estimates published in the fall of 2014. Refer to appendix L for revision information. Estimates of culture and sport are mutually exclusive

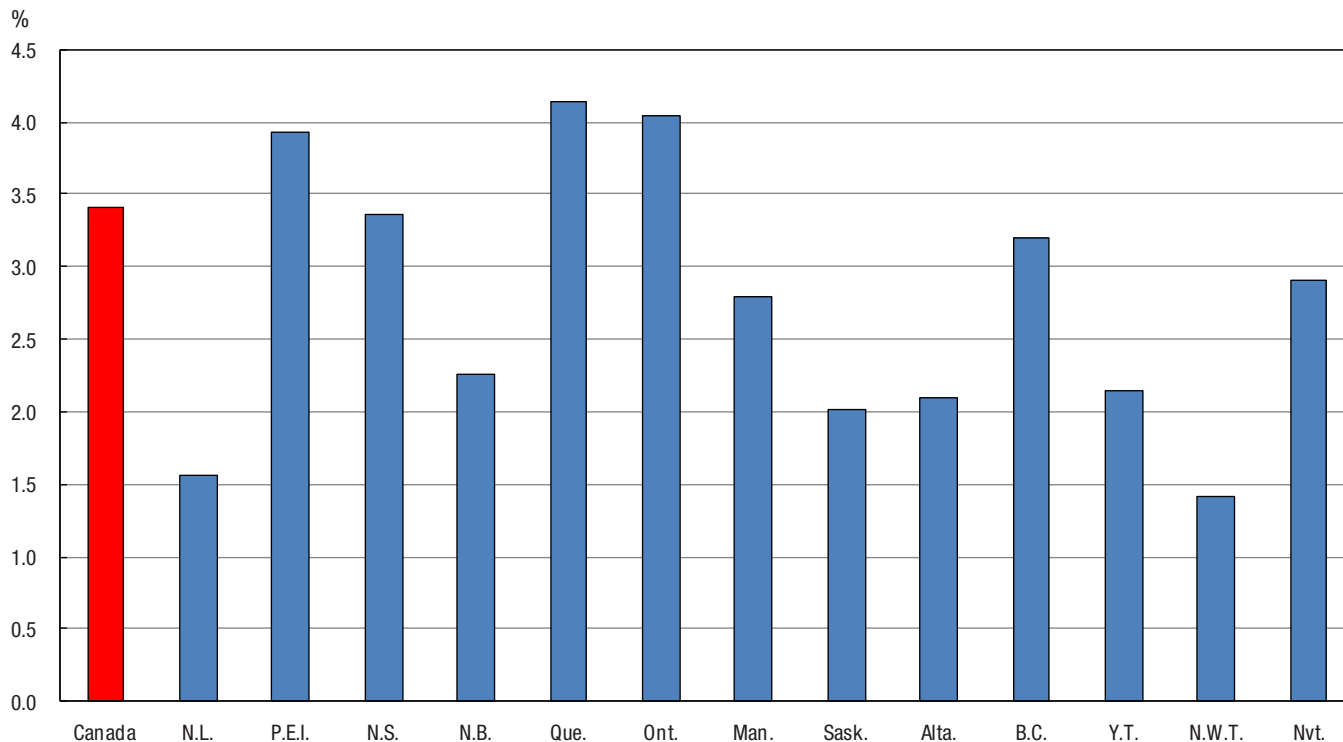
Viewed from the industry perspective

GDP of culture industries (GDP of both culture and non-culture goods and services) was \$53.4 billion in 2010, contributing 3.4% to Canada's total GDP. Of this, the production of culture goods and services accounted for \$40.9 billion, while that of other products contributed \$12.4 billion. There were 707,012 jobs in the culture industries, a 4.1% share of all jobs in the economy. Culture industries accounted for 3.2% (\$99.6 billion) of the total production in Canada.

At the provincial and territorial level the GDP of culture industries as a share of total GDP ranged from 1.4% in Northwest Territories to 4.1% in Quebec.

Chart 2

GDP of culture industries as a share of total provincial and territorial economy, 2010 (industry perspective)



Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010

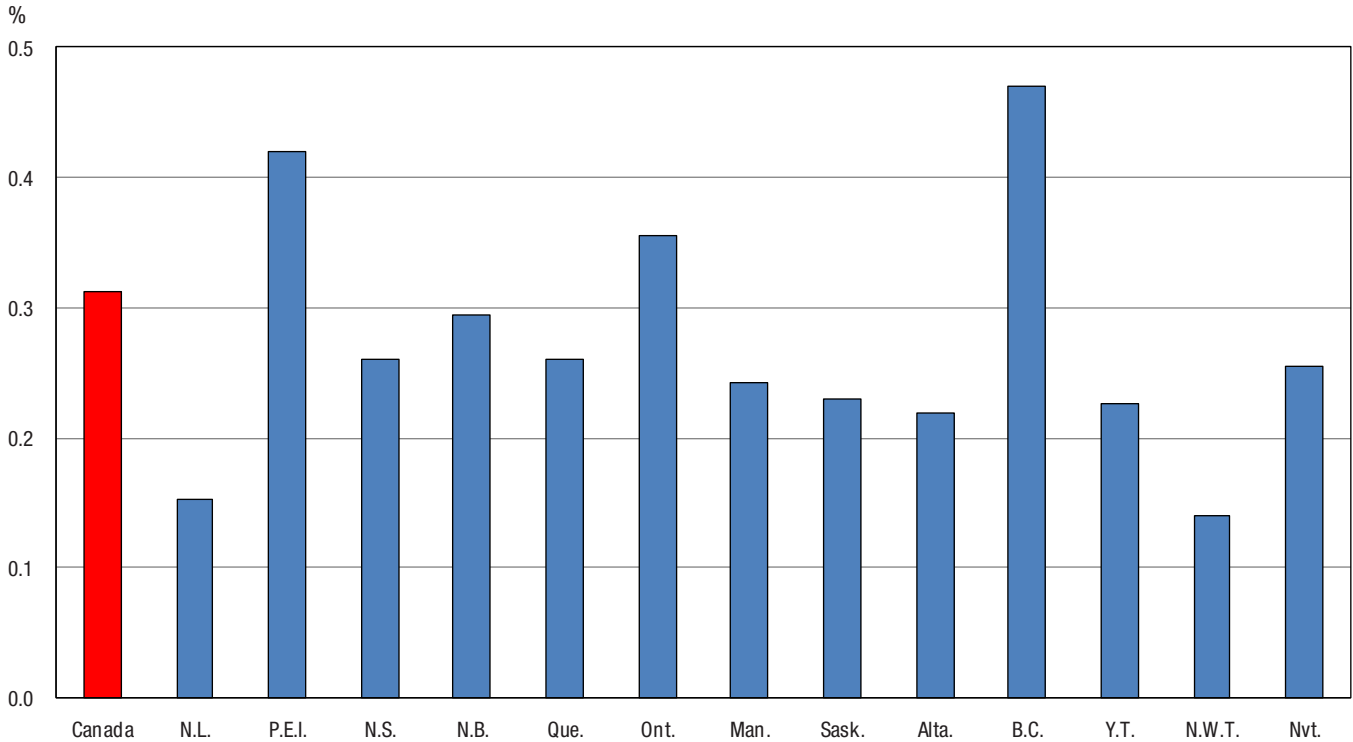
Sport

Viewed from the product perspective

Sport GDP equaled \$4.9 billion in 2010, contributing 0.3% to Canada’s economy. Sport contributed 101,863 jobs (0.6%) to total employment in Canada. Sport GDP as a proportion of provincial/territorial GDP was similar to the national contribution (0.3%) in several provinces and territories.

Chart 3

Sport GDP as a share of total provincial and territorial economy, 2010 (product perspective)



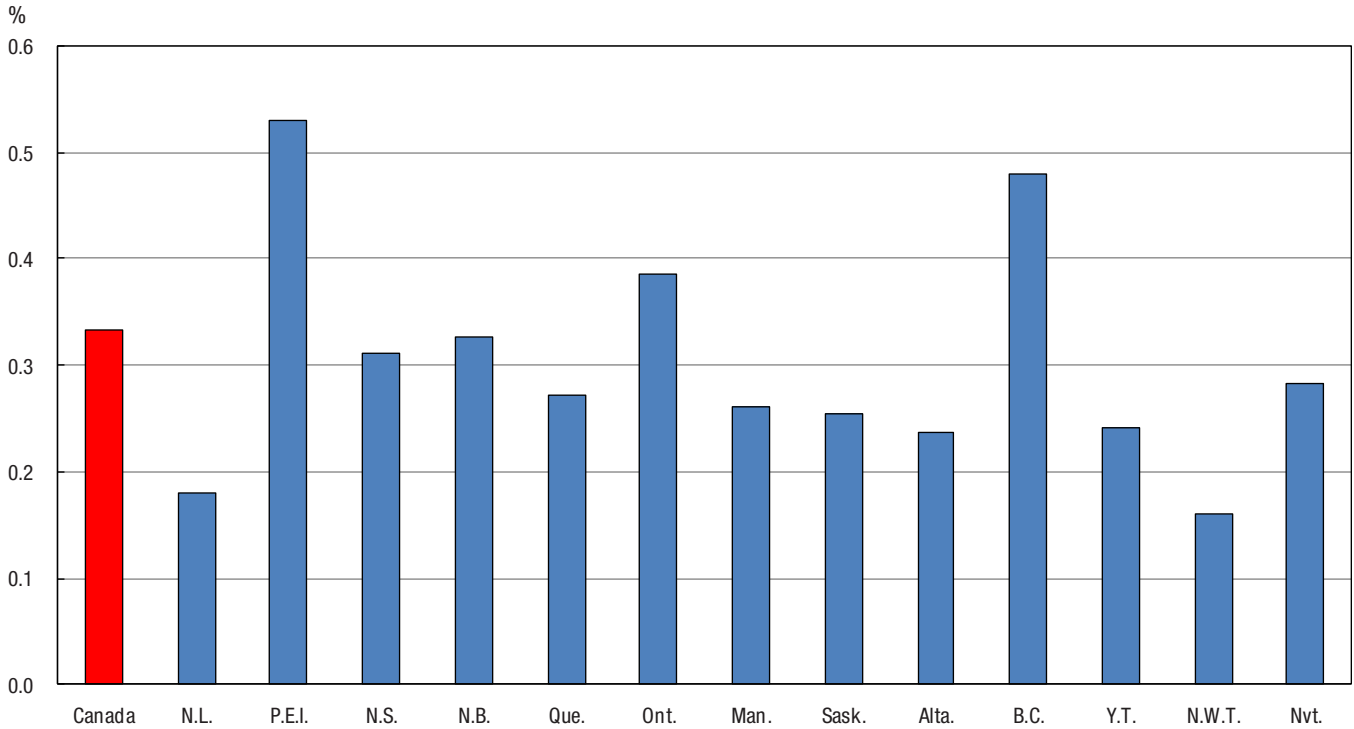
Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010

Viewed from the industry perspective

GDP of sport industries was \$5.2 billion in 2010, contributing 0.3% to Canada’s total GDP. Of this, 85.4% is attributable to the production of sport products within the sport industries. Sport industries accounted for 105,346 jobs or 0.6% share of total economy.

Chart 4

GDP of sport industries as a share of total provincial and territorial economy, 2010 (industry perspective)



Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010

Introduction

The Provincial and Territorial Culture Satellite Account (PTCSA) measures the economic importance of culture and sport to provincial and territorial economies by estimating the production of culture and sport goods and services and their contribution to output, GDP, and jobs. The PTCSA follows the 2011 Canadian Framework for Culture Statistics (CFCS) and is rooted in the Canadian System of National Accounts (CSNA). The PTCSA extends the accounting framework, concepts and methods of the national CSA to the provinces and territories.

This report discusses the scope of the study and highlights the results of the PTCSA by province and territory for reference year 2010. The appendices include key definitions, methodology and data sources and detailed tables showing culture and sport GDP, output and jobs. A list of industries and commodities classified as culture or sport is also included in the appendices.

Background and scope

Statistics Canada has been using satellite accounts as a means to focus on various areas of interest in the CSNA. A satellite account is an extension of the core SNA, hence the term “satellite”. The account separates out the relevant components of the SNA; in this case, culture and sport-related economic activity. It follows the main principles, classifications and definitions of the SNA and therefore estimates in the satellite account are directly comparable and consistent with the rest of the SNA. Tourism, pensions and the not for profit sectors have all been measured with the satellite account framework.

The measurement of the economic importance of culture and sport has attracted increasing world-wide interest in recent years, prompting the official release of the CSA in the fall of 2014. Statistics Canada has now expanded the measurement and analysis of culture and sport with the development of the PTCSA.

The PTCSA is based on a number of feasibility studies undertaken by Statistics Canada for the Department of Canadian Heritage and its partners. The goal of the feasibility studies was to develop a sound methodology using recognized international accounting standards. The result of these studies was the National CSA and now the PTCSA.

The objective of developing the PTCSA was to measure the importance of culture and sport in each of the provinces and territories. To do so, the production of culture and sport goods and services and their contribution to output, GDP and jobs in each provincial and territorial economy are estimated. **Culture output** is the value of **culture goods and services** produced in the economy by establishments in culture and non-culture industries. **Culture GDP** is the value added related to the production of culture goods and services in the economy produced by culture and non-culture industries. **Culture jobs** are the number of jobs in the culture and non-culture industries related to the production of culture goods and services. Equivalent definitions and measures apply for sport GDP, sport output and sport jobs. Detailed concepts and definitions are available in appendix B.

The GDP, output and jobs are measured from two perspectives, the industry and product perspective.

- The product perspective, which measures output, GDP and jobs resulting from the production of culture or sports products regardless of whether they were made by establishments in culture or non-culture industries.
- The industry perspective, which measures output, GDP and jobs resulting from establishments classified as belonging to the culture or the sport industries. These estimates include the production of both culture and sport and non-culture and non-sport products.

Information and analysis for culture and sport are presented separately and estimates are mutually exclusive. Estimates are based on 2010 Provincial and Territorial Input-Output tables, Statistics Canada culture surveys (see Appendix K) as well as administrative data.

The 2010 Provincial and Territorial Input-Output tables detail the production, use and consumption of all goods and services in the provincial and territorial economies. They measure economic activity by industry and by product and are the primary building block of the PTCSA.

The PTCSA follows the Canadian System of National Accounts⁷ and the 2011 Canadian Framework for Culture Statistics framework⁸ in defining culture and sport. PTCSA uses the Input-Output Industry Classification (IOIC) for industries and the Input-Output Commodity Classification (IOCC) for goods and services. The IOIC is based on the North American Industry Classification System (NAICS) 2007. The IOCC is based on the North American Products Classification System (NAPCS) 2007.

Although the PTCSA follows the CFCS, the Mediating Products and the Physical Infrastructure domains have been excluded as they are not directly related in the creation of culture products but support the production and consumption of culture output.

The PTCSA measures market and non-market output. Market output consists of goods and services sold at a price where producers are willing to supply the amounts that purchasers wish to buy. Non-market output comprises goods and services that are not sold on the market and are generally valued at cost. Non-market output can only be supplied by government and non-profit institutions serving households. The PTCSA does not include volunteering activities.

7. Canadian System of National Accounts is discussed in Appendix C.

8. Canadian Framework for Culture Statistics 2011 is discussed in Appendix D.

The culture and sport estimates are limited by how the various economic transactions are articulated within the CSNA and CFCS. A culture industry, although defined in the same manner across the country, may operate differently from one province to the next. For example, in Ontario, an establishment in culture industry X uses 100 culture jobs to produce culture goods. In British Columbia, an establishment in culture industry X also uses 100 jobs with 50 of these jobs in the establishment and 50 outsourced to a temporary manpower agency (a non-culture industry). In the PTCSA, Ontario would record 100 culture jobs while British Columbia would record 50 culture jobs. The remaining 50 jobs would be allocated to Temporary Help services, a non-culture industry.

Areas for further development

Compiling the provincial and territorial dimension of the CSA has highlighted some areas of further development such as the Craft, Library, Archive and Film and Video sub-domains.

The GDP, output and jobs of the Library and the Archives sub-domains may be underestimated as some of the activity is potentially classified under the government sector. At this time, with the available information, it was not possible to reliably identify the relevant portion that may need to be reallocated to the Libraries and Archives sub-domains. Recently released government financial statistics data will be reviewed for possible use in the future.

The Crafts domain is an area of weakness, due to the difficulty in identifying crafts products and industries within the current product classification systems used in Canada. The CFCS identified a Crafts sub-domain with corresponding Crafts industries. These industries are the manufacturing and the distribution (wholesale and retail) industries. Crafts and industrial production are aggregated together in manufacturing industries. The CFCS did not identify crafts goods since they were not included in the provisional NAPCS—the classification used when the CFCS was developed. As such, the PTCSA methodology uses secondary information to isolate the culture content of craft products from that of manufacturing industries.

In the PTCSA, the following products are used as representative of craft goods: MPG332A09 (fabricated metal products), MPG339901 (jewelry and silverware), MPG339909 (other miscellaneous goods) and MPG323001 (printed products). The value of craft is concentrated in the MPG33990 (jewelry and silverware) and in MPG339909 (other miscellaneous goods).

The implication of this methodology is that the GDP, output and jobs of the Crafts sub-domain may be understated because the existing classification systems and data sources do not permit an analysis at the detail required.

The latest version of the industry classification, NAICS 2012, includes Crafts output under the industry “Independent visual artists and artisans”. This may provide detailed information on artisans producing artistic and cultural objects in small quantities. A future PTCSA which would incorporate NAICS 2012 should provide a more precise estimate of the Crafts domain.

The methodology and data sources of the PTCSA are those of the Canadian CSA 2010. They are explained in Appendix F. As better classifications and data sources become available they will be integrated in future versions of the PTCSA.

Comparison with other studies

Care must be taken when comparing the PTCSA with other studies of the culture or sport sectors. Many studies of culture include *Information and Cultural industries (NAICS 51)* and *Arts, Entertainment and Recreation (NAICS 71)* in their scope for measuring culture. In compiling the PTCSA, very detailed information at the six-digit NAICS is used to exclude non-culture industries such as Data Processing, Hosting, and Related Services, or Gambling. This means that the estimates for output, GDP and jobs in the PTCSA will be lower.

As the PTCSA is not an economic impact model, it only includes the measurement of direct⁹ culture or sport GDP, jobs and output; it does not measure indirect¹⁰ or induced¹¹ impacts.

9. The direct impact represents the increase in GDP, jobs and output directly due to the production of culture and sport goods and services. For example an increase in production of books would have direct effect on GDP and jobs.

10. An indirect impact represents the increase in GDP, jobs and output of an industry which produces a good or service that is used as an input by a culture or sport industry. For example, an increase in the production of books will require more paper which will increase the output, GDP and employment of the paper industry.

11. An induced impact represents the increase in GDP, jobs and output resulting from households spending the compensation they received for contributing to this output. For example, an increase in the production of books resulted in more money to the households involved in both book and paper production. These households spent their compensation on other goods and services, therefore further increasing GDP and employment in the economy. .

Economic importance of culture and sport across Canada

Product perspective

Culture contributed 3.0% to Canada's GDP and accounted for 3.7% of total jobs in Canada in 2010. The importance of culture varied considerably across provinces and territories in Canada from a share of 1.4% in Newfoundland and Labrador to 3.7% in Ontario. Culture jobs as a share of total economy ranged from 2.2% to 4.1% across provinces and territories. Sport contributed 0.3% to the national economy and accounted for 0.6% of total jobs in Canada. Sport GDP contribution to regional economies varied across the country from 0.1% to 0.5%. Similarly, sport jobs as a proportion of total jobs, ranged from 0.3% to 0.9%.

Table 1
Culture and sport GDP and jobs as share of provincial and territorial economy, 2010
(Product perspective)

Provinces and Territories	Culture GDP as share of provincial/territorial economy	Culture jobs as share of provincial/territorial economy	Sport GDP as share of provincial/territorial economy	Sport jobs as share of provincial/territorial economy
	percentage			
Canada	3.0	3.7	0.3	0.6
Newfoundland	1.4	2.4	0.2	0.4
Prince Edward Island	2.5	2.8	0.4	0.6
Nova Scotia	2.6	3.1	0.3	0.5
New Brunswick	2.3	2.6	0.3	0.5
Quebec	3.5	3.9	0.3	0.4
Ontario	3.7	4.1	0.4	0.6
Manitoba	2.9	3.4	0.2	0.4
Saskatchewan	1.4	2.2	0.2	0.5
Alberta	1.8	2.7	0.2	0.5
British Columbia	3.0	3.8	0.5	0.9
Yukon	2.0	3.5	0.2	0.4
Northwest Territories	1.4	2.7	0.1	0.3
Nunavut	2.7	3.8	0.3	0.6

Industry perspective

Culture industries contributed 3.4% to the total Canadian GDP in 2010. They accounted for 4.1% of all jobs in the economy. Northwest Territories (1.4%) had the lowest share of GDP of culture industries as a proportion of its total GDP, while Quebec had the highest (4.1%). The GDP of sport industries was 0.3% of total national GDP. Sports industries contributed 0.6% of total jobs in the economy. GDP of sports industries contribution to provincial and territorial economies varied between 0.2% in Newfoundland and Labrador, Alberta, Yukon and Northwest Territories and 0.5% in Prince Edward Island and British Columbia. The proportion of jobs in the sports industries as a share of total provincial and territorial economy also varied across the country from 0.4% to 0.9%.

Table 2
GDP and jobs of culture and sport industries as share of the provincial and territorial economy, 2010
(Industry perspective)

Provinces and Territories	GDP of culture industries as share of provincial/ territorial economy	Jobs in culture industries as share of provincial/ territorial economy	GDP of sport industries as share of provincial/ territorial economy	Jobs in sport industries as share of provincial/ territorial economy
	percentage			
Canada	3.4	4.1	0.3	0.6
Newfoundland	1.6	2.7	0.2	0.4
Prince Edward Island	3.9	3.4	0.5	0.7
Nova Scotia	3.4	3.7	0.3	0.5
New Brunswick	2.3	2.6	0.3	0.5
Quebec	4.1	4.5	0.3	0.4
Ontario	4.0	4.5	0.4	0.7
Manitoba	2.8	3.4	0.3	0.4
Saskatchewan	2.0	2.7	0.3	0.5
Alberta	2.1	3.0	0.2	0.6
British Columbia	3.2	4.1	0.5	0.9
Yukon	2.1	3.6	0.2	0.4
Northwest Territories	1.4	2.9	0.2	0.3
Nunavut	2.9	4.2	0.3	0.6

Newfoundland and Labrador¹²

Culture

Product perspective

Culture contributed \$379 million (1.4%) of GDP to the economy of Newfoundland and Labrador in 2010. Of this, 27.4% was contributed by *Audio-visual and interactive media* (\$104 million) followed by *Governance, funding and professional support* (\$94 million) and *Written and published works* (\$64 million). *Heritage and libraries* had the smallest culture GDP at \$5 million. *Education and training* accounted for \$45 million culture GDP.

In Newfoundland and Labrador, culture jobs (5,155) accounted for 2.4% of the total number of jobs in the province. This is higher than the provincial share of culture GDP (1.4%) and culture output (1.3%). The largest contributors to culture jobs were *Governance, funding and professional support* (1,179 jobs), *Written and published works* (865 jobs) and *Audio-visual and interactive media* (822 jobs).

Industry perspective

In 2010, culture industries in Newfoundland and Labrador accounted for 1.6% (\$424 million) of total GDP in the provincial economy. Overall, output of culture industries was \$711 million. Culture industries produced far more culture products than other products at a ratio of 81.7% (\$581 million) to 18.3% (\$130 million).

The largest contributors to the GDP of culture industries were *Governance, funding and professional support* (\$100 million) followed by *Audio-visual and interactive media* (\$80 million) and *Written and published works* (\$59 million).

The 5,783 jobs in culture industries accounted for 2.7% of total jobs in the province with the largest contributors being *Governance, funding and professional support* (1,246 jobs), followed by *Education and training* (848 jobs).

Sport

Product perspective

Sport GDP equaled \$42 million in 2010, contributing 0.2% to the province's economy. *Education and training* (\$19 million) and *Governance, funding and professional support* (\$11 million) contributed the most.

Sport jobs (827 jobs) were mainly in *Education and training* (356 jobs) followed by *Organized sport* (256 jobs).

Industry perspective

Sport industries contributed \$49 million (or 0.2%) to total provincial GDP led by *Education and training* (\$19 million) and *Governance, funding and professional support* (\$11 million). Sport industries formed \$77 million of the total production in the province. Of this, sport products accounted for \$64 million and other products \$13 million.

Sport industries contributed 903 jobs (0.4%) of total jobs in the province. *Education and training* (366 jobs) and *Organized sport* (217 jobs) accounted for 65% of jobs in sport industries in Newfoundland and Labrador.

12. Detailed tables by domain and sub domain are available in Appendix A.

Table 3
Gross domestic product at basic prices, output and jobs in culture industries, total and as a share of total economy, Newfoundland and Labrador, 2010

	Culture industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Culture products (millions of dollars)	347	32	379
as share of provincial economy (percent)	1.3	0.1	1.4
All other products² (millions of dollars)	77	26,720	26,797
as share of provincial economy (percent)	0.3	98.3	98.6
Total products (millions of dollars)	424	26,752	27,176
as share of provincial economy (percent)	1.6	98.4	100.0
Output			
Culture products (millions of dollars)	581	57	638
as share of provincial economy (percent)	1.2	0.1	1.3
All other products² (millions of dollars)	130	46,651	46,780
as share of provincial economy (percent)	0.3	98.4	98.7
Total products (millions of dollars)	711	46,707	47,418
as share of provincial economy (percent)	1.5	98.5	100.0
Jobs			
Culture jobs (number)	4,863	292	5,155
as share of provincial economy (percent)	2.3	0.1	2.4
All other jobs³ (number)	921	206,544	207,465
as share of provincial economy (percent)	0.4	97.1	97.6
Total jobs (number)	5,783	206,837	212,620
as share of provincial economy (percent)	2.7	97.3	100.0

0^{*} value rounded to 0 (zero) where there is a meaningful distinction between true zero and the value that was rounded

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table 4
Gross domestic product at basic prices, output and jobs in sport industries, total and as a share of total economy, Newfoundland and Labrador, 2010

	Sport industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Sport products (millions of dollars)	40	2	42
as share of provincial economy (percent)	0.1	0.0	0.2
All other products² (millions of dollars)	9	27,126	27,134
as share of provincial economy (percent)	0.0	99.8	99.8
Total products (millions of dollars)	49	27,127	27,176
as share of provincial economy (percent)	0.2	99.8	100.0
Output			
Sport products (millions of dollars)	64	3	67
as share of provincial economy (percent)	0.1	0.0	0.1
All other products² (millions of dollars)	13	47,339	47,351
as share of provincial economy (percent)	0.0	99.8	99.9
Total products (millions of dollars)	77	47,341	47,418
as share of provincial economy (percent)	0.2	99.8	100.0
Jobs			
Sport jobs (number)	785	42	827
as share of provincial economy (percent)	0.4	0.0	0.4
All other jobs³ (number)	118	211,675	211,793
as share of provincial economy (percent)	0.1	99.6	99.6
Total jobs (number)	903	211,718	212,620
as share of provincial economy (percent)	0.4	99.6	100.0

0^{*} value rounded to 0 (zero) where there is a meaningful distinction between true zero and the value that was rounded

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Prince Edward Island¹³

Culture

Product Perspective

In 2010, culture GDP for Prince Edward Island was \$121 million, amounting to 2.5% of total provincial GDP. Of this, 29% was contributed by *Governance, funding and professional support* (\$35 million) followed by *Audio-visual and interactive media domain* (\$26 million). There were 1,947 culture jobs or 2.8% of the total jobs in the province.

Industry perspective

Prince Edward Island's culture industries accounted for \$190 million (3.9%) of the total GDP in the provincial economy, producing \$111 million of culture products and \$79 million of other products. The largest culture industry contributors to GDP were *Governance, funding and professional support* (\$36 million) followed by *Written and published works industry* (\$21 million). Culture industries added 2,355 jobs to total jobs in the province.

Sport

Product perspective

Sport GDP equaled \$20 million, contributing 0.4% of the province's economy. *Education and training* (\$11 million) and *Governance, funding and professional support* (\$6 million) contributed 85% of Sport GDP. Sport jobs (387 jobs) were mainly in *Education and training* (175 jobs) and *Organized sport* (110 jobs).

Industry perspective

Sport industries contributed 0.5% (or \$26 million) to total provincial GDP, with the majority of GDP associated with the production of sport products (76.9%). *Education and training* (\$11 million) and *Governance, funding and professional support* (\$6 million) were the largest sport sub-domains.

Sport industries accounted for 470 jobs, 0.7% of total jobs in the province. *Education and training* (183 jobs) and *Organized sport* (81 jobs) accounted for about 56.2% of all jobs in sport industries.

13. Detailed tables by domain and sub domain are available in Appendix A.

Table 5
Gross domestic product at basic prices, output and jobs in culture industries, total and as a share of total economy,
Prince Edward Island, 2010

	Culture industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Culture products (millions of dollars)	111	10	121
as share of provincial economy (percent)	2.3	0.2	2.5
All other products² (millions of dollars)	79	4,624	4,703
as share of provincial economy (percent)	1.6	95.9	97.5
Total products (millions of dollars)	190	4,634	4,824
as share of provincial economy (percent)	3.9	96.1	100.0
Output			
Culture products (millions of dollars)	186	17	203
as share of provincial economy (percent)	2.1	0.2	2.3
All other products² (millions of dollars)	121	8,607	8,727
as share of provincial economy (percent)	1.4	96.4	97.7
Total products (millions of dollars)	307	8,624	8,931
as share of provincial economy (percent)	3.4	96.6	100.0
Jobs			
Culture jobs (number)	1,795	152	1,947
as share of provincial economy (percent)	2.6	0.2	2.8
All other jobs³ (number)	560	67,264	67,823
as share of provincial economy (percent)	0.8	96.4	97.2
Total jobs (number)	2,355	67,418	69,772
as share of provincial economy (percent)	3.4	96.6	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table 6
Gross domestic product at basic prices, output and jobs in sport industries, total and as a share of total economy,
Prince Edward Island, 2010

	Sport industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Sport products (millions of dollars)	20	0 ^s	20
as share of provincial economy (percent)	0.4	0.0	0.4
All other products² (millions of dollars)	6	4,798	4,804
as share of provincial economy (percent)	0.1	99.5	99.6
Total products (millions of dollars)	26	4,799	4,824
as share of provincial economy (percent)	0.5	99.5	100.0
Output			
Sport products (millions of dollars)	31	1	32
as share of provincial economy (percent)	0.3	0.0	0.4
All other products² (millions of dollars)	8	8,891	8,899
as share of provincial economy (percent)	0.1	99.6	99.6
Total products (millions of dollars)	39	8,892	8,931
as share of provincial economy (percent)	0.4	99.6	100.0
Jobs			
Sport jobs (number)	374	13	387
as share of provincial economy (percent)	0.5	0.0	0.6
All other jobs³ (number)	96	69,289	69,385
as share of provincial economy (percent)	0.1	99.3	99.4
Total jobs (number)	470	69,302	69,772
as share of provincial economy (percent)	0.7	99.3	100.0

0^s value rounded to 0 (zero) where there is a meaningful distinction between true zero and the value that was rounded

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Nova Scotia¹⁴

Culture

Product perspective

Nova Scotia's culture GDP was \$868 million, contributing 2.6% of total provincial GDP. Nova Scotia produced approximately \$1.5 billion or 1.6% of Canada's culture output. Culture jobs accounted for 3.1% of total jobs in the province, or approximately 14,305 jobs.

The province's *Audio-visual and interactive media* generated approximately 28% of culture GDP for Nova Scotia, at \$245 million. *Written and published works* (\$179 million) and *Governance, funding and professional support* (\$179 million) round out the top three domains.

The majority of culture jobs were reported in *Written and published works* (3,397 jobs), *Visual and applied arts* (2,725 jobs) and *Audio-visual and interactive media* (2,300 jobs). They accounted for 58.9% of culture jobs in Nova Scotia.

Industry perspective

The GDP of culture industries was \$1.1 billion (3.4%), with \$787 million coming from culture products and \$353 million from other products. The largest contributors to GDP of culture industries were *Audio-visual and interactive media* (\$198 million) followed by *Governance, funding and professional support* (\$183 million) and *Written and published works* (\$168 million). Jobs in culture industries accounted for 3.7% (17,195 jobs) of total jobs in the province. Of all economic output, culture industries accounted for 2.9%, producing \$1.9 billion of Nova Scotia's output in 2010.

Sport

Product perspective

Sport GDP totaled \$88 million contributing 0.3% to the province's economy. *Education and training* contributed the most to sport GDP (\$43 million) followed by *Governance, funding and professional support* (\$20 million) and *Organized sport* (\$18 million). Sport jobs (2,103 jobs) were mainly in *Organized sport* (918 jobs) and *Education and training* (737 jobs).

Industry perspective

Sport industries contributed 0.3% (\$106 million) to total provincial GDP, led by *Education and training* (\$43 million) followed by *Governance, funding and professional support* (\$20 million). Jobs in sport industries (2,248 jobs) contributed 0.5% of total jobs in the province. *Organized sport* (781 jobs) and *Education training* (745 jobs) accounted for approximately 67.9% of all jobs in sport industries.

14. Detailed tables by domain and sub domain are available in Appendix A.

Table 7
Gross domestic product at basic prices, output and jobs in culture industries, total and as a share of total economy, Nova Scotia, 2010

	Culture industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Culture products (millions of dollars)	787	81	868
as share of provincial economy (percent)	2.3	0.2	2.6
All other products² (millions of dollars)	353	32,633	32,986
as share of provincial economy (percent)	1.0	96.4	97.4
Total products (millions of dollars)	1,140	32,714	33,854
as share of provincial economy (percent)	3.4	96.6	100.0
Output			
Culture products (millions of dollars)	1,357	140	1,497
as share of provincial economy (percent)	2.1	0.2	2.3
All other products² (millions of dollars)	570	63,428	63,999
as share of provincial economy (percent)	0.9	96.8	97.7
Total products (millions of dollars)	1,927	63,569	65,496
as share of provincial economy (percent)	2.9	97.1	100.0
Jobs			
Culture jobs (number)	13,319	986	14,305
as share of provincial economy (percent)	2.9	0.2	3.1
All other jobs³ (number)	3,876	446,881	450,757
as share of provincial economy (percent)	0.8	96.1	96.9
Total jobs (number)	17,195	447,866	465,062
as share of provincial economy (percent)	3.7	96.3	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table 8
Gross domestic product at basic prices, output and jobs in sport industries, total and as a share of total economy, Nova Scotia, 2010

	Sport industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Sport products (millions of dollars)	83	5	88
as share of provincial economy (percent)	0.2	0.0	0.3
All other products² (millions of dollars)	22	33,743	33,766
as share of provincial economy (percent)	0.1	99.7	99.7
Total products (millions of dollars)	106	33,749	33,854
as share of provincial economy (percent)	0.3	99.7	100.0
Output			
Sport products (millions of dollars)	131	9	140
as share of provincial economy (percent)	0.2	0.0	0.2
All other products² (millions of dollars)	32	65,324	65,356
as share of provincial economy (percent)	0.0	99.7	99.8
Total products (millions of dollars)	163	65,333	65,496
as share of provincial economy (percent)	0.2	99.8	100.0
Jobs			
Sport jobs (number)	1,951	153	2,103
as share of provincial economy (percent)	0.4	0.0	0.5
All other jobs³ (number)	297	462,662	462,958
as share of provincial economy (percent)	0.1	99.5	99.5
Total jobs (number)	2,248	462,814	465,062
as share of provincial economy (percent)	0.5	99.5	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

New Brunswick¹⁵

Culture

Product perspective

New Brunswick's culture GDP accounted for 2.3% (\$641 million) of total provincial GDP and 1.3% of Canada's culture GDP. *Audio-visual and interactive media* (\$167 million) and *Visual and applied arts* (\$148 million) contributed the most to culture GDP for New Brunswick. Culture jobs (9,381 jobs) contributed 2.6% to total jobs in the province.

Industry perspective

GDP of culture industries accounted for 2.3% (\$628 million) of the province's total GDP. The largest contributors to GDP of culture industries were *Governance, funding and professional support* (\$133 million) followed by *Audio-visual and interactive media* (\$112 million). Jobs in culture industries contributed 9,546 jobs to the provincial economy.

Sport

Product perspective

Sport GDP (\$81 million) contributed 0.3% to total provincial GDP, of which more than 50% was contributed by *Education and training* (\$41 million) followed by *Governance, funding and professional support* (\$19 million). Sport jobs (1,714 jobs) contributed 0.5% to total jobs in the province.

Industry perspective

Sport industries produced \$137 million of output for both sport and other products. The GDP of sport industries added \$91 million to total provincial GDP (or 0.3%). Of this, almost half was by sport industries within the *Education and training* (\$42 million) and *Governance, funding and professional support* (\$19 million) domains. Jobs in sport industries (1,714 jobs) contributed 0.5% of total provincial jobs.

Table 9

Gross domestic product at basic prices, output and jobs in culture industries, total and as a share of total economy, New Brunswick, 2010

	Culture industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Culture products (millions of dollars)	500	142	641
as share of provincial economy (percent)	1.8	0.5	2.3
All other products² (millions of dollars)	129	26,976	27,105
as share of provincial economy (percent)	0.5	97.2	97.7
Total products (millions of dollars)	628	27,118	27,746
as share of provincial economy (percent)	2.3	97.7	100.0
Output			
Culture products (millions of dollars)	859	238	1,098
as share of provincial economy (percent)	1.3	0.4	1.7
All other products² (millions of dollars)	220	63,002	63,223
as share of provincial economy (percent)	0.3	98.0	98.3
Total products (millions of dollars)	1,080	63,241	64,321
as share of provincial economy (percent)	1.7	98.3	100.0
Jobs			
Culture jobs (number)	8,027	1,354	9,381
as share of provincial economy (percent)	2.2	0.4	2.6
All other jobs³ (number)	1,518	350,204	351,723
as share of provincial economy (percent)	0.4	97.0	97.4
Total jobs (number)	9,546	351,559	361,105
as share of provincial economy (percent)	2.6	97.4	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

15. Detailed tables by domain and sub domain are available in Appendix A.

Table 10
Gross domestic product at basic prices, output and jobs in sport industries, total and as a share of total economy,
New Brunswick, 2010

	Sport industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Sport products (millions of dollars)	74	8	81
as share of provincial economy (percent)	0.3	0.0	0.3
All other products² (millions of dollars)	17	27,648	27,664
as share of provincial economy (percent)	0.1	99.6	99.7
Total products (millions of dollars)	91	27,655	27,746
as share of provincial economy (percent)	0.3	99.7	100.0
Output			
Sport products (millions of dollars)	113	15	128
as share of provincial economy (percent)	0.2	0.0	0.2
All other products² (millions of dollars)	24	64,169	64,193
as share of provincial economy (percent)	0.0	99.8	99.8
Total products (millions of dollars)	137	64,184	64,321
as share of provincial economy (percent)	0.2	99.8	100.0
Jobs			
Sport jobs (number)	1,464	250	1,714
as share of provincial economy (percent)	0.4	0.1	0.5
All other jobs³ (number)	250	359,141	359,391
as share of provincial economy (percent)	0.1	99.5	99.5
Total jobs (number)	1,714	359,391	361,105
as share of provincial economy (percent)	0.5	99.5	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Quebec¹⁶

Culture

Product perspective

Quebec's culture GDP was \$10.9 billion, contributing 3.5% to the Quebec economy in 2010. As a share of Canada's culture GDP, it was the second largest in the country at 22.8%. Culture jobs totaled 153,155, accounting for 3.9% of total jobs in the province.

Quebec's culture GDP was driven primarily by three domains: *Audio-visual and interactive media* (\$3.5 billion) followed by *Written and published works* (\$2.5 billion) and *Visual and applied arts* (\$1.9 billion). They accounted for 72.8% of culture GDP in the province.

Industry perspective

The GDP of culture industries was \$12.8 billion, or 4.1% of the province's economy. The largest contributors to GDP of culture industries were *Audio-visual and interactive media* (\$2.5 billion) followed by *Written and published works* (\$2.4 billion) and *Visual and applied arts* (\$1.6 billion). Culture industries in Quebec produced \$23.3 billion of culture and non-culture products in 2010. Jobs in culture industries totaled 174,790 jobs in 2010.

Sport

Product perspective

Sport GDP accounted for 0.3% (\$807 million) of total provincial GDP, largely contributed by *Organized sport* (\$411 million) and *Education and training* (\$226 million). Sport jobs totaled 15,741 and contributed 0.4% to total jobs in Quebec.

Industry perspective

Quebec's GDP of sport industries (\$840 million) stood at 0.3% of the total GDP of the province, mostly due to *Organized sport* (\$324 million) and *Education and training* (\$227 million). Jobs in sport industries (15,514 jobs) were mostly in *Organized sport* (6,616 jobs) followed by *Education and training* (4,588 jobs).

16. Detailed tables by domain and sub domain are available in Appendix A.

Table 11
Gross domestic product at basic prices, output and jobs in culture industries, total and as a share of total economy, Quebec, 2010

	Culture industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Culture products (millions of dollars)	9,431	1,450	10,882
as share of provincial economy (percent)	3.1	0.5	3.5
All other products² (millions of dollars)	3,342	294,835	298,177
as share of provincial economy (percent)	1.1	95.4	96.5
Total products (millions of dollars)	12,774	296,285	309,059
as share of provincial economy (percent)	4.1	95.9	100.0
Output			
Culture products (millions of dollars)	17,513	2,852	20,364
as share of provincial economy (percent)	2.9	0.5	3.3
All other products² (millions of dollars)	5,748	584,546	590,294
as share of provincial economy (percent)	0.9	95.7	96.7
Total products (millions of dollars)	23,261	587,398	610,659
as share of provincial economy (percent)	3.8	96.2	100.0
Jobs			
Culture jobs (number)	137,916	15,236	153,155
as share of provincial economy (percent)	3.6	0.4	3.9
All other jobs³ (number)	36,874	3,691,796	3,728,669
as share of provincial economy (percent)	0.9	95.1	96.1
Total jobs (number)	174,790	3,707,032	3,881,823
as share of provincial economy (percent)	4.5	95.5	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table 12
Gross domestic product at basic prices, output and jobs in sport industries, total and as a share of total economy, Quebec, 2010

	Sport industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Sport products (millions of dollars)	717	89	807
as share of provincial economy (percent)	0.2	0.0	0.3
All other products² (millions of dollars)	123	308,129	308,252
as share of provincial economy (percent)	0.0	99.7	99.7
Total products (millions of dollars)	840	308,219	309,059
as share of provincial economy (percent)	0.3	99.7	100.0
Output			
Sport products (millions of dollars)	1,034	159	1,193
as share of provincial economy (percent)	0.2	0.0	0.2
All other products² (millions of dollars)	183	609,282	609,466
as share of provincial economy (percent)	0.0	99.8	99.8
Total products (millions of dollars)	1,217	609,441	610,659
as share of provincial economy (percent)	0.2	99.8	100.0
Jobs			
Sport jobs (number)	14,028	1,714	15,741
as share of provincial economy (percent)	0.4	0.0	0.4
All other jobs³ (number)	1,486	3,864,595	3,866,082
as share of provincial economy (percent)	0.0	99.6	99.6
Total jobs (number)	15,514	3,866,309	3,881,823
as share of provincial economy (percent)	0.4	99.6	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Ontario¹⁷

Culture

Product perspective

Culture GDP in Ontario was \$21.9 billion in 2010, representing 3.7% Ontario's economy. This accounted for 45.9% of culture GDP in Canada. The number of culture jobs was 278,801, or 4.1% of the total jobs in Ontario.

Ontario was responsible for 52.4% of Canada's culture GDP in *Sound recording*. This domain accounted for \$298 million in culture GDP, 5,374 culture jobs and \$839 million culture output.

Industry perspective

In Ontario, the GDP of culture industries was \$23.8 billion. It was composed of \$18.8 billion from culture products and \$5.1 billion from other products. The largest contributors to GDP of culture industries were culture industries in the *Audio-visual and interactive media* (\$5.3 billion), *Written and published works* (\$4.6 billion) and *Visual and applied arts* (\$3.4 billion) domains. The number of jobs in culture industries in Ontario was 301,090.

Sport

Product perspective

Sport GDP was \$2.1 billion accounting for 0.4% of total provincial GDP. *Organized sport* (\$1,019 million) followed by *Education and training* (\$615 million) and *Governance, funding and professional support* (\$346 million) were the largest contributors. Sport jobs (43,730 jobs) represented 0.6% of the total jobs in the province.

Industry perspective

The GDP of sport industries was \$2.3 billion or 0.4% of Ontario's total GDP. This included \$1.9 billion of sport products and \$369 million of other products. The province produced 43.5% of Canada's GDP in sport industries. There were 45,797 jobs in sport industries or 0.7% of total jobs in the province, largely in *Organized sport* (23,399 jobs) and *Education and training* (10,714 jobs).

17. Detailed tables by domain and sub domain are available in Appendix A.

Table 13
Gross domestic product at basic prices, output and jobs in culture industries, total and as a share of total economy, Ontario, 2010

	Culture industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Culture products (millions of dollars)	18,771	3,125	21,896
as share of provincial economy (percent)	3.2	0.5	3.7
All other products² (millions of dollars)	5,065	562,962	568,028
as share of provincial economy (percent)	0.9	95.4	96.3
Total products (millions of dollars)	23,836	566,088	589,924
as share of provincial economy (percent)	4.0	96.0	100.0
Output			
Culture products (millions of dollars)	37,613	7,464	45,077
as share of provincial economy (percent)	3.1	0.6	3.7
All other products² (millions of dollars)	8,989	1,149,184	1,158,173
as share of provincial economy (percent)	0.7	95.5	96.3
Total products (millions of dollars)	46,603	1,156,648	1,203,250
as share of provincial economy (percent)	3.9	96.1	100.0
Jobs			
Culture jobs (number)	245,726	33,076	278,801
as share of provincial economy (percent)	3.6	0.5	4.1
All other jobs³ (number)	55,362	6,418,877	6,474,239
as share of provincial economy (percent)	0.8	95.1	95.9
Total jobs (number)	301,090	6,451,953	6,753,042
as share of provincial economy (percent)	4.5	95.5	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table 14
Gross domestic product at basic prices, output and jobs in sport industries, total and as a share of total economy, Ontario, 2010

	Sport industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Sport products (millions of dollars)	1,906	188	2,094
as share of provincial economy (percent)	0.3	0.0	0.4
All other products² (millions of dollars)	369	587,461	587,830
as share of provincial economy (percent)	0.1	99.6	99.6
Total products (millions of dollars)	2,275	587,649	589,924
as share of provincial economy (percent)	0.4	99.6	100.0
Output			
Sport products (millions of dollars)	3,089	502	3,591
as share of provincial economy (percent)	0.3	0.0	0.3
All other products² (millions of dollars)	547	1,199,112	1,199,659
as share of provincial economy (percent)	0.0	99.7	99.7
Total products (millions of dollars)	3,637	1,199,614	1,203,250
as share of provincial economy (percent)	0.3	99.7	100.0
Jobs			
Sport jobs (number)	40,068	3,663	43,730
as share of provincial economy (percent)	0.6	0.1	0.6
All other jobs³ (number)	5,729	6,703,582	6,709,312
as share of provincial economy (percent)	0.1	99.3	99.4
Total jobs (number)	45,797	6,707,245	6,753,042
as share of provincial economy (percent)	0.7	99.3	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Manitoba¹⁸

Culture

Product perspective

Culture GDP was \$1.4 billion in 2010, representing 2.9% of Manitoba's economy. There were 21,863 culture jobs, or 3.4% of the total jobs in Manitoba.

Written and published works had the largest share of Manitoba's GDP (\$367 million) followed by *Audio-visual and interactive media* (\$335 million) and *Visual and applied arts* (\$271 million).

Industry perspective

In Manitoba, the GDP of culture industries was \$1.4 billion in 2010. Of this, \$1.2 billion was from culture products and \$193 million from non-culture products. There were 21,970 jobs in culture industries in 2010 mostly in the *Written and published works* (5,498 jobs) and *Governance, funding and professional support* (3,302 jobs) domains.

Sport

Product perspective

Sport GDP accounted for 0.2% (\$120 million) of total provincial GDP, with the majority of value added in the *Organized sport* (\$45 million) and *Education and training* (\$39 million) domains. Sport jobs (2,803 jobs) contributed 0.4% to total jobs in the province, mostly from *Organized sport* (1,409 jobs) and *Education and training* (844 jobs).

Industry perspective

GDP of sport industries equaled 0.3% (\$129 million) of total provincial GDP, largely contributed by the *Education and training* (\$40 million) followed by *Organized sport* (\$37 million) domains. Jobs in sport industries totaled 2,855 jobs.

18. Detailed tables by domain and sub domain are available in Appendix A.

Table 15
Gross domestic product at basic prices, output and jobs in culture industries, total and as a share of total economy, Manitoba, 2010

	Culture industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Culture products (millions of dollars)	1,181	235	1,416
as share of provincial economy (percent)	2.4	0.5	2.9
All other products² (millions of dollars)	193	47,702	47,896
as share of provincial economy (percent)	0.4	96.7	97.1
Total products (millions of dollars)	1,374	47,937	49,311
as share of provincial economy (percent)	2.8	97.2	100.0
Output			
Culture products (millions of dollars)	2,268	763	3,030
as share of provincial economy (percent)	2.3	0.8	3.0
All other products² (millions of dollars)	343	96,265	96,607
as share of provincial economy (percent)	0.3	96.6	97.0
Total products (millions of dollars)	2,610	97,027	99,638
as share of provincial economy (percent)	2.6	97.4	100.0
Jobs			
Culture jobs (number)	18,872	2,991	21,863
as share of provincial economy (percent)	2.9	0.5	3.4
All other jobs³ (number)	3,097	623,459	626,556
as share of provincial economy (percent)	0.5	96.2	96.6
Total jobs (number)	21,970	626,450	648,419
as share of provincial economy (percent)	3.4	96.6	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding.

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table 16
Gross domestic product at basic prices, output and jobs in sport industries, total and as a share of total economy, Manitoba, 2010

	Sport industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Sport products (millions of dollars)	110	9	120
as share of provincial economy (percent)	0.2	0.0	0.2
All other products² (millions of dollars)	19	49,173	49,192
as share of provincial economy (percent)	0.0	99.7	99.8
Total products (millions of dollars)	129	49,182	49,311
as share of provincial economy (percent)	0.3	99.7	100.0
Output			
Sport products (millions of dollars)	197	28	225
as share of provincial economy (percent)	0.2	0.0	0.2
All other products² (millions of dollars)	31	99,383	99,413
as share of provincial economy (percent)	0.0	99.7	99.8
Total products (millions of dollars)	227	99,411	99,638
as share of provincial economy (percent)	0.2	99.8	100.0
Jobs			
Sport jobs (number)	2,560	244	2,803
as share of provincial economy (percent)	0.4	0.0	0.4
All other jobs³ (number)	295	645,321	645,616
as share of provincial economy (percent)	0.0	99.5	99.6
Total jobs (number)	2,855	645,564	648,419
as share of provincial economy (percent)	0.4	99.6	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding.

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Saskatchewan¹⁹

Culture

Product perspective

Culture GDP in Saskatchewan was \$854 million in 2010, representing 1.4% of Saskatchewan's economy. There were 12,048 culture jobs in the province, or 2.2% of the total jobs in Saskatchewan.

Governance, funding and professional support domain had the largest share of culture GDP in Saskatchewan (\$235 million) followed by *Audio-visual and interactive media* (\$185 million) and *Visual and applied arts* (\$164 million).

Performing arts, Photography and *Multi* sub-domains generated 16.3% of culture jobs in Saskatchewan. There were 731 jobs associated with *Performing arts*, 666 with *Multi* and 569 with *Photography*.

Industry perspective

GDP of culture industries at basic prices was \$1.2 billion. It comprised \$756 million coming from culture products and \$470 million from other products. More than 45% of GDP of culture industries was contributed by culture industries within the *Governance, funding and professional support* (\$239 million), *Audio-visual and interactive media* (\$160 million) and *Written and published works* (\$153 million) domains. There were 15,102 jobs in culture industries.

Sport

Product perspective

Sport GDP contributed 0.2% (\$139 million) to total provincial GDP. *Education and training* and *Organized sport* were the domains with the largest contributions (\$49 million each). Sport jobs (2,595 jobs), largely in *Organized sport*, accounted for 0.5% of total jobs in the province.

Industry perspective

The GDP of sport industries, at \$154 million, contributed 0.3% to Saskatchewan's GDP. Almost 68% of the jobs in sport industries (2,754 jobs) were associated with *Organized sport* (1,037 jobs), followed by *Education and training* (834 jobs).

19. Detailed tables by domain and sub domain are available in Appendix A.

Table 17
Gross domestic product at basic prices, output and jobs in culture industries, total and as a share of total economy, Saskatchewan, 2010

	Culture industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Culture products (millions of dollars)	756	98	854
as share of provincial economy (percent)	1.2	0.2	1.4
All other products² (millions of dollars)	470	59,280	59,749
as share of provincial economy (percent)	0.8	97.8	98.6
Total products (millions of dollars)	1,226	59,378	60,603
as share of provincial economy (percent)	2.0	98.0	100.0
Output			
Culture products (millions of dollars)	1,376	172	1,548
as share of provincial economy (percent)	1.2	0.1	1.3
All other products² (millions of dollars)	782	116,507	117,289
as share of provincial economy (percent)	0.7	98.0	98.7
Total products (millions of dollars)	2,158	116,679	118,837
as share of provincial economy (percent)	1.8	98.2	100.0
Jobs			
Culture jobs (number)	10,902	1,146	12,048
as share of provincial economy (percent)	2.0	0.2	2.2
All other jobs³ (number)	4,199	533,889	538,090
as share of provincial economy (percent)	0.8	97.0	97.8
Total jobs (number)	15,102	535,036	550,138
as share of provincial economy (percent)	2.7	97.3	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding.

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table 18
Gross domestic product at basic prices, output and jobs in sport industries, total and as a share of total economy, Saskatchewan, 2010

	Sport industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Sport products (millions of dollars)	133	6	139
as share of provincial economy (percent)	0.2	0.0	0.2
All other products² (millions of dollars)	20	60,443	60,464
as share of provincial economy (percent)	0.0	99.7	99.8
Total products (millions of dollars)	154	60,449	60,603
as share of provincial economy (percent)	0.3	99.7	100.0
Output			
Sport products (millions of dollars)	230	14	244
as share of provincial economy (percent)	0.2	0.0	0.2
All other products² (millions of dollars)	31	118,562	118,593
as share of provincial economy (percent)	0.0	99.8	99.8
Total products (millions of dollars)	261	118,576	118,837
as share of provincial economy (percent)	0.2	99.8	100.0
Jobs			
Sport jobs (number)	2,450	146	2,595
as share of provincial economy (percent)	0.4	0.0	0.5
All other jobs³ (number)	304	547,238	547,542
as share of provincial economy (percent)	0.1	99.5	99.5
Total jobs (number)	2,754	547,384	550,138
as share of provincial economy (percent)	0.5	99.5	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding.

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Alberta²⁰

Culture

Product perspective

Culture GDP in Alberta was \$4.7 billion in 2010, representing 1.8% of Alberta's economy. This accounted for 9.9% of culture GDP in Canada. The number of culture jobs in the province was 55,923, or 2.7% of the total jobs in Alberta.

Audio-visual and interactive media had the largest share of culture GDP in Alberta (\$1.5 billion) followed by *Written and published works* (\$996 million) and *Visual and applied arts* (\$861 million).

Industry perspective

In Alberta, GDP of culture industries was \$5.5 billion, largely contributed by *Audio-visual and interactive media* (\$1.2 billion) followed by *Written and published works* (\$0.9 billion) and *Visual and applied arts* (\$0.7 billion).

The number of jobs in culture industries totaled 62,309 in 2010. This included jobs associated with the production of culture and non-culture products and mostly in *Written and published works* (11,118 jobs) followed by *Visual and applied arts* (9,584 jobs) and *Audio-visual and interactive media* (8,085 jobs).

Sport

Product perspective

Sport GDP was \$574 million or 0.2% of Alberta's economy, of which more than 70% was contributed by *Organized sport* and *Education and training*. There were 11,320 sport jobs in Alberta or 0.5% of all jobs in the provincial economy in 2010. The majority of the sport jobs were in the *Organized sport* (6,528 jobs) and the *Education and training* (2,855 jobs) domains.

Industry perspective

Sport industries contributed 0.2% (or \$620 million) to total provincial GDP. Sport industries accounted for 12,317 (0.6%) of total jobs in the province.

20. Detailed tables by domain and sub domain are available in Appendix A.

Table 19
Gross domestic product at basic prices, output and jobs in culture industries, total and as a share of total economy, Alberta, 2010

	Culture industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Culture products (millions of dollars)	4,067	674	4,741
as share of provincial economy (percent)	1.6	0.3	1.8
All other products² (millions of dollars)	1,427	255,490	256,917
as share of provincial economy (percent)	0.5	97.6	98.2
Total products (millions of dollars)	5,493	256,164	261,657
as share of provincial economy (percent)	2.1	97.9	100.0
Output			
Culture products (millions of dollars)	7,237	1,221	8,457
as share of provincial economy (percent)	1.4	0.2	1.7
All other products² (millions of dollars)	2,361	490,934	493,294
as share of provincial economy (percent)	0.5	97.8	98.3
Total products (millions of dollars)	9,597	492,154	501,751
as share of provincial economy (percent)	1.9	98.1	100.0
Jobs			
Culture jobs (number)	50,302	5,621	55,923
as share of provincial economy (percent)	2.4	0.3	2.7
All other jobs³ (number)	12,008	2,017,594	2,029,602
as share of provincial economy (percent)	0.6	96.7	97.3
Total jobs (number)	62,309	2,023,217	2,085,525
as share of provincial economy (percent)	3.0	97.0	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table 20
Gross domestic product at basic prices, output and jobs in sport industries, total and as a share of total economy, Alberta, 2010

	Sport industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Sport products (millions of dollars)	537	37	574
as share of provincial economy (percent)	0.2	0.0	0.2
All other products² (millions of dollars)	83	261,001	261,084
as share of provincial economy (percent)	0.0	99.7	99.8
Total products (millions of dollars)	620	261,038	261,657
as share of provincial economy (percent)	0.2	99.8	100.0
Output			
Sport products (millions of dollars)	881	76	957
as share of provincial economy (percent)	0.2	0.0	0.2
All other products² (millions of dollars)	136	500,658	500,795
as share of provincial economy (percent)	0.0	99.8	99.8
Total products (millions of dollars)	1,018	500,734	501,751
as share of provincial economy (percent)	0.2	99.8	100.0
Jobs			
Sport jobs (number)	10,603	717	11,320
as share of provincial economy (percent)	0.5	0.0	0.5
All other jobs³ (number)	1,714	2,072,492	2,074,206
as share of provincial economy (percent)	0.1	99.4	99.5
Total jobs (number)	12,317	2,073,209	2,085,525
as share of provincial economy (percent)	0.6	99.4	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

British Columbia²¹

Culture

Product perspective

Culture GDP in British Columbia was \$5.7 billion in 2010, representing 3.0% of its economy. This accounted for 12.0% of culture GDP in Canada. The number of culture jobs in the province was 87,996, or 3.8% of total jobs in British Columbia.

Audio-visual and interactive media (\$1.8 billion) had the largest share of culture GDP, followed by *Visual and applied arts* (\$1.2 billion) and *Written and published works* (\$961 million). Together they accounted for 69.9% of culture GDP in British Columbia.

Industry perspective

GDP of culture industries was \$6.1 billion composed of \$4.8 billion from culture products and \$1.3 billion from non-culture products. Main contributors were culture industries in the *Audio-visual and interactive media* (\$1.3 billion), *Visual and applied arts* (\$1.0 billion) and *Written and published works* (\$0.9 billion) domains.

The number of jobs in culture industries was 94,839, or 4.1% of total jobs. This included jobs associated with the production of both culture and non-culture products. The largest contributors were culture industries in *Visual and applied arts* (19,900 jobs) and *Written and published works* (15,379 jobs).

Sport

Product perspective

Sport GDP was \$900 million or 0.5% of total provincial GDP. More than 50% of sport GDP was contributed by *Organized sport* (\$484 million). Total sport jobs (20,398 jobs) accounted for 0.9% of total jobs in the province. The largest contributors to sport jobs were: *Organized sport* (13,542 jobs) and *Education and training* (4,126 jobs).

Industry perspective

The GDP of sport industries contributed \$919 million or a 0.5% share of the provincial GDP. *Organized sports* contributed \$399 million, followed by *Education and training* (\$207 million). British Columbia's sport industries contributed 17.6% to Canada's total sport output. Total jobs in sport industries (20,521) amounted to 0.9% of total jobs in the province.

21. Detailed tables by domain and sub domain are available in Appendix A.

Table 21
Gross domestic product at basic prices, output and jobs in culture industries, total and as a share of total economy, British Columbia, 2010

	Culture industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Culture products (millions of dollars)	4,811	902	5,713
as share of provincial economy (percent)	2.5	0.5	3.0
All other products² (millions of dollars)	1,297	184,080	185,377
as share of provincial economy (percent)	0.7	96.3	97.0
Total products (millions of dollars)	6,108	184,981	191,089
as share of provincial economy (percent)	3.2	96.8	100.0
Output			
Culture products (millions of dollars)	8,806	1,645	10,452
as share of provincial economy (percent)	2.5	0.5	2.9
All other products² (millions of dollars)	2,187	345,432	347,620
as share of provincial economy (percent)	0.6	96.5	97.1
Total products (millions of dollars)	10,994	347,078	358,071
as share of provincial economy (percent)	3.1	96.9	100.0
Jobs			
Culture jobs (number)	78,435	9,562	87,996
as share of provincial economy (percent)	3.4	0.4	3.8
All other jobs³ (number)	16,404	2,192,848	2,209,252
as share of provincial economy (percent)	0.7	95.5	96.2
Total jobs (number)	94,839	2,202,410	2,297,249
as share of provincial economy (percent)	4.1	95.9	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table 22
Gross domestic product at basic prices, output and jobs in sport industries, total and as a share of total economy, British Columbia, 2010

	Sport industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Sport products (millions of dollars)	826	73	900
as share of provincial economy (percent)	0.4	0.0	0.5
All other products² (millions of dollars)	92	190,098	190,190
as share of provincial economy (percent)	0.0	99.5	99.5
Total products (millions of dollars)	919	190,171	191,089
as share of provincial economy (percent)	0.5	99.5	100.0
Output			
Sport products (millions of dollars)	1,343	166	1,508
as share of provincial economy (percent)	0.4	0.0	0.4
All other products² (millions of dollars)	143	356,420	356,563
as share of provincial economy (percent)	0.0	99.5	99.6
Total products (millions of dollars)	1,486	356,586	358,071
as share of provincial economy (percent)	0.4	99.6	100.0
Jobs			
Sport jobs (number)	18,831	1,566	20,398
as share of provincial economy (percent)	0.8	0.1	0.9
All other jobs³ (number)	1,690	2,275,161	2,276,851
as share of provincial economy (percent)	0.1	99.0	99.1
Total jobs (number)	20,521	2,276,727	2,297,249
as share of provincial economy (percent)	0.9	99.1	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Yukon²²

Culture

Product perspective

Culture GDP in the Yukon was \$46 million in 2010, representing 2.0% Yukon's economy. The number of culture jobs in the territory was 743, or 3.5% of the total jobs in the territory. *Governance, funding and professional support* generated \$18 million or 39.1% of Yukon's total culture GDP.

Industry perspective

In the Yukon, the GDP of culture industries was \$48 million. The largest contributor to GDP of culture industries was *Governance, funding and professional support*.

There were 764 jobs in culture industries mostly contributed by *Governance, funding and professional support* (179 jobs) and *Written and published works* (120 jobs).

Sport

Product perspective

Sport GDP (\$5 million) contributed 0.2% to total GDP of the Yukon. The largest contributors to sport GDP were *Governance, funding and professional support* and *Education and training*. Sport jobs (91 jobs) contributed 0.4% to total jobs in the Yukon economy. The majority of them (58 jobs) were in *Education and training* and *Governance, funding and professional support*.

Industry perspective

GDP of sport industries was \$5 million, largely contributed by industries in the *Governance, funding and professional support* and *Education and training* domains.

Total jobs in sport industries reached 0.4% of total jobs in the territorial economy mostly in the *Governance, funding and professional support* and *Education and training* domains.

22. Detailed tables by domain and sub domain are available in Appendix A.

Table 23
Gross domestic product at basic prices, output and jobs in culture industries, total and as a share of total economy, Yukon, 2010

	Culture industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Culture products (millions of dollars)	43	3	46
as share of territorial economy (percent)	1.9	0.1	2.0
All other products² (millions of dollars)	5	2,199	2,204
as share of territorial economy (percent)	0.2	97.7	98.0
Total products (millions of dollars)	48	2,202	2,250
as share of territorial economy (percent)	2.1	97.9	100.0
Output			
Culture products (millions of dollars)	75	5	80
as share of territorial economy (percent)	1.8	0.1	2.0
All other products² (millions of dollars)	9	3,969	3,978
as share of territorial economy (percent)	0.2	97.8	98.0
Total products (millions of dollars)	84	3,974	4,059
as share of territorial economy (percent)	2.1	97.9	100.0
Jobs			
Culture jobs (number)	696	48	743
as share of territorial economy (percent)	3.2	0.2	3.5
All other jobs³ (number)	68	20,650	20,718
as share of territorial economy (percent)	0.3	96.2	96.5
Total jobs (number)	764	20,698	21,462
as share of territorial economy (percent)	3.6	96.4	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table 24
Gross domestic product at basic prices, output and jobs in sport industries, total and as a share of total economy, Yukon, 2010

	Sport industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Sport products (millions of dollars)	5	0⁰	5
as share of territorial economy (percent)	0.2	0.0	0.2
All other products² (millions of dollars)	1	2,245	2,245
as share of territorial economy (percent)	0.0	99.7	99.8
Total products (millions of dollars)	5	2,245	2,250
as share of territorial economy (percent)	0.2	99.8	100.0
Output			
Sport products (millions of dollars)	8	1	8
as share of territorial economy (percent)	0.2	0.0	0.2
All other products² (millions of dollars)	1	4,049	4,050
as share of territorial economy (percent)	0.0	99.8	99.8
Total products (millions of dollars)	9	4,050	4,059
as share of territorial economy (percent)	0.2	99.8	100.0
Jobs			
Sport jobs (number)	x	x	91
as share of territorial economy (percent)	x	x	0.4
All other jobs³ (number)	x	x	21,371
as share of territorial economy (percent)	x	x	99.6
Total jobs (number)	90	21,372	21,462
as share of territorial economy (percent)	0.4	99.6	100.0

⁰ value rounded to 0 (zero) where there is a meaningful distinction between true zero and the value that was rounded

x suppressed to meet the confidentiality requirements of the *Statistics Act*

1. Other industries are the remaining industries in the economy once sport industries have been excluded.

2. All other products are the remaining products in the economy once the sport products have been excluded (i.e. non-sport products).

3. All other jobs are associated with the production of non-sport products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Northwest Territories²³

Culture

Product perspective

Culture GDP in Northwest Territories was \$64 million in 2010, representing 1.4% of the Northwest Territories' economy. *Governance, funding and professional support* (\$31 million) had the largest share of culture GDP. There were 691 culture jobs, or 2.7% of the total jobs in the Northwest Territories.

Industry perspective

The GDP of culture industries was \$66 million primarily in *Governance, funding and professional support* (\$32 million) domain.

There were a total of 744 jobs in culture industries, again with the *Governance, funding and professional support* (290 jobs) domain being the largest contributors followed by *Written and published works* (128 jobs).

Sport

Product perspective

Sport GDP was \$7 million and accounted for 0.1% of total territorial GDP. *Governance, funding and professional support* and the *Education and training* domains contributed more than 50% of total sport GDP.

Sport jobs contributed 0.3% to total jobs in the territorial economy. Almost half of these jobs were in the *Governance, funding and professional support* and the *Education and training* domains.

Industry perspective

The total GDP of sport industries of \$7 million contributed 0.2% to the total GDP of the Northwest Territories. A portion (43%) of GDP of sport industries was contributed by the *Governance, funding and professional support domain*.

Jobs in sport industries accounted for 0.3% of total jobs in the territorial economy.

23. Detailed tables by domain and sub domain are available in Appendix A.

Table 25
Gross domestic product at basic prices, output and jobs in culture industries, total and as a share of total economy, Northwest Territories, 2010

	Culture industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Culture products (millions of dollars)	60	4	64
as share of territorial economy (percent)	1.3	0.1	1.4
All other products² (millions of dollars)	6	4,604	4,610
as share of territorial economy (percent)	0.1	98.5	98.6
Total products (millions of dollars)	66	4,608	4,674
as share of territorial economy (percent)	1.4	98.6	100.0
Output			
Culture products (millions of dollars)	117	9	127
as share of territorial economy (percent)	1.3	0.1	1.4
All other products² (millions of dollars)	12	8,986	8,998
as share of territorial economy (percent)	0.1	98.5	98.6
Total products (millions of dollars)	129	8,995	9,124
as share of territorial economy (percent)	1.4	98.6	100.0
Jobs			
Culture jobs (number)	673	18	691
as share of territorial economy (percent)	2.6	0.1	2.7
All other jobs³ (number)	70	25,044	25,115
as share of territorial economy (percent)	0.3	97.1	97.3
Total jobs (number)	744	25,061	25,805
as share of territorial economy (percent)	2.9	97.1	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table 26
Gross domestic product at basic prices, output and jobs in sport industries, total and as a share of total economy, Northwest Territories, 2010

	Sport industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Sport products (millions of dollars)	6	0^s	7
as share of territorial economy (percent)	0.1	0.0	0.1
All other products² (millions of dollars)	1	4,667	4,668
as share of territorial economy (percent)	0.0	99.8	99.9
Total products (millions of dollars)	7	4,667	4,674
as share of territorial economy (percent)	0.2	99.8	100.0
Output			
Sport products (millions of dollars)	11	0^s	12
as share of territorial economy (percent)	0.1	0.0	0.1
All other products² (millions of dollars)	2	9,110	9,113
as share of territorial economy (percent)	0.0	99.8	99.9
Total products (millions of dollars)	14	9,111	9,124
as share of territorial economy (percent)	0.1	99.9	100.0
Jobs			
Sport jobs (number)	x	x	77
as share of territorial economy (percent)	x	x	0.3
All other jobs³ (number)	x	x	25,728
as share of territorial economy (percent)	x	x	99.7
Total jobs (number)	84	25,720	25,805
as share of territorial economy (percent)	0.3	99.7	100.0

0^s value rounded to 0 (zero) where there is a meaningful distinction between true zero and the value that was rounded

x suppressed to meet the confidentiality requirements of the *Statistics Act*

1. Other industries are the remaining industries in the economy once sport industries have been excluded.

2. All other products are the remaining products in the economy once the sport products have been excluded (i.e. non-sport products).

3. All other jobs are associated with the production of non-sport products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Nunavut²⁴

Culture

Product perspective

Culture GDP in Nunavut was \$53 million in 2010, representing 2.7% of Nunavut's economy. Governance, funding and professional support (\$39 million) had the largest share of culture GDP followed by *Education and training* (\$5 million) and *Audio-visual and interactive media* (\$4 million). Culture jobs contributed 3.8% of jobs (473 jobs) in the economy.

Industry perspective

The GDP of culture industries was \$56 million, coming primarily from the *Governance, funding and professional support* (\$39 million) domain. Total jobs in culture industries were 526 jobs in 2010. Half of the total jobs in culture industries were contributed by the *Governance, funding and professional support domain*.

Sport

Product perspective

Sport GDP reached \$5 million or 0.3% of total territorial GDP in 2010. A large portion of sport GDP (80%) was contributed by the *Governance, funding and professional support* and the *Education and training* domains. Sport jobs represented 0.6% of total jobs in the economy. Most sport jobs were in the *Governance, funding and professional support domain* (36%) followed by *Education and training* (19%).

Industry perspective

GDP of sport industries accounted for \$5 million; including \$1 million from non-sport products. Sport industries in the *Governance, funding and professional support domain* contributed more than 50% of the GDP of sport industries. The total number of jobs in sport industries equaled 80 jobs. The *Governance, funding and professional support domain* was the largest contributor (37.5%) to total jobs in sport industries.

24. Detailed tables by domain and sub domain are available in Appendix A.

Table 27
Gross domestic product at basic prices, output and jobs in culture industries, total and as a share of total economy, Nunavut, 2010

	Culture industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Culture products (millions of dollars)	52	1	53
as share of territorial economy (percent)	2.7	0.1	2.7
All other products² (millions of dollars)	5	1,879	1,884
as share of territorial economy (percent)	0.2	97.0	97.3
Total products (millions of dollars)	56	1,880	1,937
as share of territorial economy (percent)	2.9	97.1	100.0
Output			
Culture products (millions of dollars)	112	2	114
as share of territorial economy (percent)	2.9	0.1	2.9
All other products² (millions of dollars)	9	3,756	3,765
as share of territorial economy (percent)	0.2	96.8	97.1
Total products (millions of dollars)	121	3,758	3,880
as share of territorial economy (percent)	3.1	96.9	100.0
Jobs			
Culture jobs (number)	458	16	473
as share of territorial economy (percent)	3.7	0.1	3.8
All other jobs³ (number)	68	11,904	11,972
as share of territorial economy (percent)	0.5	95.7	96.2
Total jobs (number)	526	11,920	12,446
as share of territorial economy (percent)	4.2	95.8	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table 28
Gross domestic product at basic prices, output and jobs in sport industries, total and as a share of total economy, Nunavut, 2010

	Sport industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Sport products (millions of dollars)	5	0⁰	5
as share of territorial economy (percent)	0.3	0.0	0.3
All other products² (millions of dollars)	1	1,931	1,932
as share of territorial economy (percent)	0.0	99.7	99.7
Total products (millions of dollars)	5	1,931	1,937
as share of territorial economy (percent)	0.3	99.7	100.0
Output			
Sport products (millions of dollars)	9	0⁰	9
as share of territorial economy (percent)	0.2	0.0	0.2
All other products² (millions of dollars)	1	3,870	3,871
as share of territorial economy (percent)	0.0	99.7	99.8
Total products (millions of dollars)	10	3,870	3,880
as share of territorial economy (percent)	0.3	99.7	100.0
Jobs			
Sport jobs (number)	x	x	75
as share of territorial economy (percent)	x	x	0.6
All other jobs³ (number)	x	x	12,370
as share of territorial economy (percent)	x	x	99.4
Total jobs (number)	80	12,366	12,446
as share of territorial economy (percent)	0.6	99.4	100.0

⁰ value rounded to 0 (zero) where there is a meaningful distinction between true zero and the value that was rounded

x suppressed to meet the confidentiality requirements of the *Statistics Act*

1. Other industries are the remaining industries in the economy once sport industries have been excluded.

2. All other products are the remaining products in the economy once the sport products have been excluded (i.e. non-sport products).

3. All other jobs are associated with the production of non-sport products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Conclusion and next steps

The PTCSA measures, for the first time, the economic importance of culture and sport in every province and territory in Canada. It allows government, stakeholders, professional organizations and industry to understand the contribution of the culture sector to each of these economies and use this information for informed decision making.

This study has revealed that culture and sport play a significant role in each of the provincial and territorial economies, in terms of GDP, output and jobs. Culture contributed 3.0% (\$47,673 million) to Canada's GDP, while sport added 0.3% (\$4,881 million). For the provinces and territories, the importance of culture and sport varied by jurisdiction from of 1.4% in Newfoundland, Saskatchewan and the Northwest Territories to 3.7% in Ontario. As a proportion of total provincial jobs, culture jobs contributed in Ontario at 4.1% and Saskatchewan at 2.2%. The importance of sport jobs to the provincial and territorial employment also varied across the country, from 0.9% in British Columbia to 0.3% in the Northwest Territories.

In an effort to improve the timeliness of the PTCSA, a feasibility study to develop annual indicators, at the domain level, is currently underway for reference years 2010 to 2013. The annual PTCSA indicators will measure the importance of culture and sport in a regular and timelier fashion. These estimates will be benchmarked to and projected from the 2010 PTCSA. The official release of the 2010 to 2014 annual PTCSA indicators is expected in 2016.

Appendices

Appendix A Data tables

Table A.1
Culture GDP at basic prices, by domain and sub-domain, by province and territory, 2010 (product perspective)

	Canada	N.L.	P.E.I.	N.S.	N.B.	Que.	Ont.	Man.	Sask.	Alta.	B.C.	Y.T.	N.W.T.	Nvt.
Total, culture GDP (millions of dollars)	47,673	379	121	868	641	10,882	21,896	1,416	854	4,741	5,713	46	64	53
distribution of culture GDP (percent)	100.0	0.8	0.3	1.8	1.3	22.8	45.9	3.0	1.8	9.9	12.0	0.1	0.1	0.1
as share of provincial/territorial economy (percent)	3.0	1.4	2.5	2.6	2.3	3.5	3.7	2.9	1.4	1.8	3.0	2.0	1.4	2.7
	millions of dollars													
Heritage and libraries	690	5	1	14	14	171	179	38	14	172	81	1	0^s	0^s
Archives	7	x	x	x	x	4	3	x	x	0 ^s	0 ^s	x	x	x
Libraries	127	x	x	x	x	23	11	x	x	89	2	x	x	x
Culture heritage	354	4	1	11	6	82	108	22	9	55	56	x	x	x
Natural heritage	201	1	0 ^s	2	8	62	57	14	5	28	23	x	x	x
Live performance	2,124	17	4	34	26	771	748	73	33	189	224	3	3	0^s
Performing arts	1,986	15	4	30	23	690	732	60	28	181	218	x	x	x
Festivals and celebrations	138	1	0 ^s	4	3	81	16	12	5	8	6	x	x	x
Visual and applied arts	9,456	45	19	124	148	1,892	4,716	271	164	861	1,196	7	9	2
Original visual art	98	2	x	6	2	26	24	3	3	16	15	x	x	x
Art reproductions	32	x	x	x	x	9	5	x	x	7	11	x	x	x
Photography	1,035	x	x	15	13	187	421	80	41	137	127	x	x	x
Crafts	2,003	3	1	11	80	323	1,179	x	x	99	173	x	x	x
Advertising	1,852	x	x	x	x	330	1,101	26	28	132	189	x	x	x
Architecture	1,207	10	3	15	12	232	511	32	27	181	179	2	3	1
Design	3,230	15	x	55	x	786	1,475	40	23	288	503	x	x	x
Written and published works¹	10,173	64	23	179	103	2,508	4,804	367	154	996	961	6	8	2
Books	1,151	x	x	4	5	345	656	x	x	35	39	x	x	x
Periodicals	1,730	x	x	x	x	424	874	x	x	x	153	x	x	x
Newspapers	2,887	x	x	62	x	631	1,196	x	x	353	364	x	x	x
Other published works	59	x	x	x	x	6	28	1	x	x	15	x	x	x
Collected information	625	7	3	17	18	100	204	23	17	127	108	x	x	x
Multi sub-domain ²	3,721	x	x	x	x	1,002	1,845	113	31	332	282	x	x	x
Audio-visual and interactive media	14,844	104	26	245	167	3,526	6,880	335	185	1,517	1,837	8	10	4
Film and video	3,464	27	4	74	31	781	1,882	47	24	188	402	2	2	1
Broadcasting	8,108	x	x	x	x	1,896	3,634	x	x	1,043	x	x	x	x
Interactive media	3,272	x	x	x	x	850	1,365	x	x	287	x	x	x	x
Sound recording	569	x	x	x	x	148	298	x	x	43	53	x	x	x
Music publishing	141	x	x	x	x	34	60	x	x	x	23	x	x	x
Sound recording	428	x	x	x	x	114	238	x	x	x	30	x	x	x
Education and training	3,400	45	11	80	45	769	1,481	79	61	374	446	2	2	5
Governance, funding and professional support	5,822	94	35	179	130	950	2,497	237	235	545	831	18	31	39
Multi³	596	x	x	x	x	146	293	x	x	43	85	x	x	x
Total economy GDP	1,564,105	27,176	4,824	33,854	27,746	309,059	589,924	49,311	60,603	261,657	191,089	2,250	4,674	1,937

0^s value rounded to 0 (zero) where there is a meaningful distinction between true zero and the value that was rounded

x suppressed to meet the confidentiality requirements of the *Statistics Act*

1. This domain includes the Multi sub-domain as described in note 2. The value (i.e. output, GDP or jobs) of the other sub-domains may not be completely captured as services such as wholesale or retail would be captured in the multi sub-domain. For example, for the books sub-domain, the printing of books, distribution, wholesale and retail are captured within the multi sub-domain.
2. The Multi sub-domain includes services that cannot be allocated to other specific sub-domain within Written and published works. It includes the printing of books, magazines or art work; translation services; wholesale and distribution, and retail services, etc.
3. The Multi domain includes culture industries that are not associated with any culture domains and sub-domains: the culture portion of convention and trade show organizers; manufacturing and reproducing magnetic optical media; lessors of non-financial intangible assets; internet publishing and broadcasting and web search portal industries. These culture industries all affect more than one culture domain but cannot be easily allocated to a single domain, so they have been aggregated together.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table A.2
Culture output, by domain and sub-domain, by province and territory, 2010 (product perspective)

	Canada	N.L.	P.E.I.	N.S.	N.B.	Que.	Ont.	Man.	Sask.	Alta.	B.C.	Y.T.	N.W.T.	Nvt.
Total, culture output (millions of dollars)	92,687	638	203	1,497	1,098	20,364	45,077	3,030	1,548	8,457	10,452	80	127	114
distribution of culture GDP (percent)	100.0	0.7	0.2	1.6	1.2	22.0	48.6	3.3	1.7	9.1	11.3	0.1	0.1	0.1
as share of provincial/territorial economy (percent)	3.0	1.3	2.3	2.3	1.7	3.3	3.7	3.0	1.3	1.7	2.9	2.0	1.4	2.9
	millions of dollars													
Heritage and libraries	1,531	10	2	27	28	332	378	82	31	437	199	3	1	1
Archives	22	x	x	x	x	10	9	x	x	1	0 ^s	x	x	x
Libraries	398	x	x	x	x	78	37	x	x	270	6	x	x	x
Culture heritage	722	8	2	22	11	144	215	46	18	109	144	x	x	x
Natural heritage	390	2	0 ^s	5	16	99	118	32	11	57	48	x	x	x
Live performance	3,933	31	7	67	51	1,166	1,478	167	71	375	506	7	8	0^s
Performing arts	3,670	28	7	58	44	1,033	1,443	136	59	357	491	x	x	x
Festivals and celebrations	263	3	0 ^s	9	7	132	35	31	12	18	15	x	x	x
Visual and applied arts	18,989	75	31	215	250	3,589	9,904	866	281	1,572	2,168	13	21	4
Original visual art	182	4	x	12	4	41	49	6	5	29	29	x	x	x
Art reproductions	58	x	x	x	x	15	9	x	x	13	21	x	x	x
Photography	1,868	x	x	25	24	345	782	118	63	256	231	x	x	x
Crafts	5,819	5	1	21	130	785	3,662	x	x	200	357	x	x	x
Advertising	3,323	x	x	x	x	626	1,945	48	49	236	343	x	x	x
Architecture	1,865	17	4	24	20	388	721	49	45	303	284	3	6	1
Design	5,873	24	x	97	x	1,389	2,736	74	38	535	903	x	x	x
Written and published works¹	20,641	114	42	312	179	5,031	10,220	713	307	1,761	1,931	11	15	5
Books	2,385	x	x	7	7	743	1,361	x	x	67	68	x	x	x
Periodicals	3,684	x	x	x	x	976	1,930	x	x	x	293	x	x	x
Newspapers	5,750	x	x	114	x	1,144	2,630	x	x	612	743	x	x	x
Other published works	122	x	x	x	x	12	62	2	x	x	28	x	x	x
Collected information	1,378	12	5	31	28	267	503	44	48	215	224	x	x	x
Multi sub-domain ²	7,321	x	x	x	x	1,890	3,734	236	57	626	575	x	x	x
Audio-visual and interactive media	29,654	170	41	421	293	6,770	14,947	632	361	2,645	3,334	13	18	7
Film and video	8,392	36	9	114	57	1,851	4,834	107	73	344	958	4	4	1
Broadcasting	15,736	x	x	x	x	3,537	7,723	x	x	1,798	x	x	x	x
Interactive media	5,526	x	x	x	x	1,381	2,389	x	x	504	x	x	x	x
Sound recording	1,404	x	x	x	x	323	839	x	x	79	112	x	x	x
Music publishing	345	x	x	x	x	80	168	x	x	x	52	x	x	x
Sound recording	1,059	x	x	x	x	243	672	x	x	x	60	x	x	x
Education and training	4,552	58	16	108	60	1,016	1,976	113	87	511	592	3	3	10
Governance, funding and professional support	10,820	170	60	320	220	1,883	4,762	424	396	1,005	1,404	30	60	87
Multi³	1,163	x	x	x	x	254	573	x	x	72	206	x	x	x
Total economy output	3,095,434	47,418	8,931	65,496	64,321	610,659	1,203,250	99,638	118,837	501,751	358,071	4,059	9,124	3,880

0^s value rounded to 0 (zero) where there is a meaningful distinction between true zero and the value that was rounded

x suppressed to meet the confidentiality requirements of the *Statistics Act*

1. This domain includes the Multi sub-domain as described in note 2. The value (i.e. output, GDP or jobs) of the other sub-domains may not be completely captured as services such as wholesale or retail would be captured in the multi sub-domain. For example, for the books sub-domain, the printing of books, distribution, wholesale and retail are captured within the multi sub-domain.
2. The Multi sub-domain includes services that cannot be allocated to other specific sub-domain within Written and published works. It includes the printing of books, magazines or art work; translation services; wholesale and distribution, and retail services, etc.
3. The Multi domain includes culture industries that are not associated with any culture domains and sub-domains: the culture portion of convention and trade show organizers; manufacturing and reproducing magnetic optical media; lessors of non-financial intangible assets; internet publishing and broadcasting and web search portal industries. These culture industries all affect more than one culture domain but cannot be easily allocated to a single domain, so they have been aggregated together.

Notes: Totals may not add due to rounding.

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table A.3
Culture jobs, by domain and sub-domain, by province and territory, 2010 (product perspective)

	Canada	N.L.	P.E.I.	N.S.	N.B.	Que.	Ont.	Man.	Sask.	Alta.	B.C.	Y.T.	N.W.T.	Nvt.
Total, culture jobs (number)	642,486	5,155	1,947	14,305	9,381	153,155	278,801	21,863	12,048	55,923	87,996	743	691	473
distribution of culture jobs (percent)	100.0	0.8	0.3	2.2	1.5	23.8	43.4	3.4	1.9	8.7	13.7	0.1	0.1	0.1
as share of provincial/territorial economy (percent)	3.7	2.4	2.8	3.1	2.6	3.9	4.1	3.4	2.2	2.7	3.8	3.5	2.7	3.8
	number of jobs													
Heritage and libraries	17,736	165	62	490	541	4,009	4,555	1,081	398	4,148	2,186	37	x	x
Archives	146	x	x	x	x	80	42	x	x	x	x	x	x	x
Libraries	2,404	x	x	x	x	535	188	x	x	x	x	x	x	x
Culture heritage	9,779	134	61	376	230	2,009	2,841	632	236	1,725	1,503	x	x	x
Natural heritage	5,407	30	x	109	308	1,384	1,484	404	142	847	629	x	x	x
Live performance	56,505	472	198	1,561	1,086	16,938	20,848	2,258	873	5,591	6,500	101	x	x
Performing arts	52,750	427	x	1,316	941	15,074	20,410	1,856	731	5,316	6,325	x	x	x
Festivals and celebrations	3,755	46	x	244	145	1,864	439	402	141	275	176	x	x	x
Visual and applied arts	153,828	753	372	2,725	1,825	32,068	72,785	4,956	2,439	11,932	23,755	130	x	x
Original visual art	2,884	67	x	286	63	631	674	92	77	470	495	x	x	x
Art reproductions	727	x	x	x	x	190	143	x	x	120	267	x	x	x
Photography	19,169	x	x	356	290	4,254	7,627	1,035	569	1,984	2,761	x	x	x
Crafts	28,990	37	11	251	569	5,051	16,768	x	x	1,147	2,729	x	x	x
Advertising	31,877	x	x	x	x	6,002	18,252	593	385	1,977	3,765	x	x	x
Architecture	12,753	122	39	205	143	2,665	5,191	334	250	1,428	2,329	23	x	x
Design	57,428	221	x	1,185	x	13,275	24,130	1,179	492	4,806	11,409	x	x	x
Written and published works¹	145,339	865	310	3,397	1,834	35,429	67,130	5,872	2,165	11,646	16,413	119	128	29
Books	13,835	x	x	50	60	4,281	7,494	x	x	256	432	x	x	x
Periodicals	20,297	x	x	x	x	5,488	10,344	x	x	x	1,873	x	x	x
Newspapers	38,814	x	x	1,086	x	7,480	16,717	x	x	3,496	6,293	x	x	x
Other published works	712	x	x	x	x	74	355	x	x	x	169	x	x	x
Collected information	7,046	69	29	234	202	1,350	2,571	172	222	824	1,373	x	x	x
Multi sub-domain ²	64,635	x	x	x	x	16,756	29,649	2,523	666	5,974	6,274	x	x	x
Audio-visual and interactive media	126,294	822	253	2,300	1,592	33,219	54,700	2,766	2,077	9,533	18,765	117	97	53
Film and video	45,545	225	82	809	471	12,320	20,376	864	534	2,215	7,565	42	x	x
Broadcasting	50,447	x	x	x	x	12,594	22,628	x	x	5,009	x	x	x	x
Interactive media	30,301	x	x	x	x	8,305	11,697	x	x	2,308	x	x	x	x
Sound recording	12,633	x	x	x	x	3,662	5,374	x	x	1,173	1,436	x	x	x
Music publishing	2,740	x	x	x	x	548	1,027	x	x	x	558	x	x	x
Sound recording	9,893	x	x	x	x	3,114	4,347	x	x	x	878	x	x	x
Education and training	51,590	810	207	1,236	758	11,754	21,883	1,421	1,037	5,004	7,360	48	24	48
Governance, funding and professional support	73,245	1,179	497	2,195	1,536	15,244	29,211	3,152	2,814	6,538	10,162	175	283	260
Multi ³	5,316	x	x	x	x	832	2,315	x	x	358	1,419	x	x	x
Total economy jobs	17,384,467	212,620	69,772	465,062	361,105	3,881,823	6,753,042	648,419	550,138	2,085,525	2,297,249	21,462	25,805	12,446

x suppressed to meet the confidentiality requirements of the *Statistics Act*

1. This domain includes the Multi sub-domain as described in note 2. The value (i.e. output, GDP or jobs) of the other sub-domains may not be completely captured as services such as wholesale or retail would be captured in the multi sub-domain. For example, for the books sub-domain, the printing of books, distribution, wholesale and retail are captured within the multi sub-domain.

2. The Multi sub-domain includes services that cannot be allocated to other specific sub-domain within Written and published works. It includes the printing of books, magazines or art work; translation services; wholesale and distribution, and retail services, etc.

3. The Multi domain includes culture industries that are not associated with any culture domains and sub-domains: the culture portion of convention and trade show organizers; manufacturing and reproducing magnetic optical media; lessors of non-financial intangible assets; internet publishing and broadcasting and web search portal industries. These culture industries all affect more than one culture domain but cannot be easily allocated to a single domain, so they have been aggregated together.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table A.4
Sport GDP at basic prices, by domain and sub-domain, by province and territory, 2010 (product perspective)

	Canada	N.L.	P.E.I.	N.S.	N.B.	Que.	Ont.	Man.	Sask.	Alta.	B.C.	Y.T.	N.W.T.	Nvt.
Total, sport GDP (millions of dollars)	4,881	42	20	88	81	807	2,094	120	139	574	900	5	7	5
distribution of sport GDP (percent)	100.0	0.9	0.4	1.8	1.7	16.5	42.9	2.4	2.9	11.8	18.4	0.1	0.1	0.1
as share of provincial/territorial economy (percent)	0.3	0.2	0.4	0.3	0.3	0.3	0.4	0.2	0.2	0.2	0.5	0.2	0.1	0.3
millions of dollars														
Organized sport	2,288	8	3	18	18	411	1,019	45	49	230	484	x	x	x
Informal sport	267	3	1	7	3	60	114	8	5	27	35	x	x	x
Education and training	1,432	19	11	43	41	226	615	39	49	180	205	2	2	2
Governance, funding and professional support	895	11	6	20	19	110	346	27	37	136	175	2	2	2
Total economy GDP	1,564,105	27,176	4,824	33,854	27,746	309,059	589,924	49,311	60,603	261,657	191,089	2,250	4,674	1,937

x suppressed to meet the confidentiality requirements of the *Statistics Act*

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table A.5
Sport output, by domain and sub-domain, by province and territory, 2010 (product perspective)

	Canada	N.L.	P.E.I.	N.S.	N.B.	Que.	Ont.	Man.	Sask.	Alta.	B.C.	Y.T.	N.W.T.	Nvt.
Total, sport output (millions of dollars)	8,113	67	32	140	128	1,193	3,591	225	244	957	1,508	8	12	9
distribution of sport output (percent)	100.0	0.8	0.4	1.7	1.6	14.7	44.3	2.8	3.0	11.8	18.6	0.1	0.1	0.1
as share of provincial/territorial economy (percent)	0.3	0.1	0.4	0.2	0.2	0.2	0.3	0.2	0.2	0.2	0.4	0.2	0.1	0.2
millions of dollars														
Organized sport	4,034	14	5	32	32	545	1,889	101	100	429	881	x	x	x
Informal sport	531	7	2	15	7	122	225	16	10	54	70	x	x	x
Education and training	1,953	25	15	57	54	313	831	58	70	247	276	2	3	2
Governance, funding and professional support	1,596	21	10	36	34	213	647	50	64	227	280	4	4	5
Total economy output	3,095,434	47,418	8,931	65,496	64,321	610,659	1,203,250	99,638	118,837	501,751	358,071	4,059	9,124	3,880

x suppressed to meet the confidentiality requirements of the *Statistics Act*

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table A.6
Sport jobs, by domain and sub-domain, by province and territory, 2010 (product perspective)

	Canada	N.L.	P.E.I.	N.S.	N.B.	Que.	Ont.	Man.	Sask.	Alta.	B.C.	Y.T.	N.W.T.	Nvt.
Total, sport jobs (number)	101,863	827	387	2,103	1,714	15,741	43,730	2,803	2,595	11,320	20,398	91	77	75
distribution of sport jobs (percent)	100.0	0.8	0.4	2.1	1.7	15.5	42.9	2.8	2.5	11.1	20.0	0.1	0.1	0.1
as share of provincial/territorial economy (percent)	0.6	0.4	0.6	0.5	0.5	0.4	0.6	0.4	0.5	0.5	0.9	0.4	0.3	0.6
number of jobs														
Organized sport	59,940	256	110	918	729	8,123	27,071	1,409	1,188	6,528	13,542	x	x	x
Informal sport	6,128	87	35	207	101	1,544	2,293	212	140	617	851	x	x	x
Education and training	25,895	356	175	737	665	4,576	10,673	844	819	2,855	4,126	34	21	14
Governance, funding and professional support	9,900	128	67	242	220	1,499	3,693	338	448	1,320	1,878	24	17	27
Total economy jobs	17,384,467	212,620	69,772	465,062	361,105	3,881,823	6,753,042	648,419	550,138	2,085,525	2,297,249	21,462	25,805	12,446

x suppressed to meet the confidentiality requirements of the *Statistics Act*

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table A.7
GDP of culture industries at basic prices, by domain and sub-domain, by province and territory, 2010 (industry perspective)

	Canada	N.L.	P.E.I.	N.S.	N.B.	Que.	Ont.	Man.	Sask.	Alta.	B.C.	Y.T.	N.W.T.	Nvt.
	millions of dollars													
Total, GDP of culture industries, culture products	40,915	347	111	787	500	9,431	18,771	1,181	756	4,067	4,811	43	60	52
Heritage and libraries	556	5	1	13	10	146	148	34	13	109	75	1	0^s	0^s
Archives	4	x	x	x	x	2	1	x	x	0 ^s	0 ^s	x	x	x
Libraries	54	x	x	x	x	12	5	x	x	35	1	x	x	x
Culture heritage	326	4	1	10	4	75	97	20	8	50	54	x	x	x
Natural heritage	172	1	0 ^s	2	5	57	45	13	5	24	20	x	x	x
Live performance	1,853	11	3	28	18	672	658	69	29	152	207	3	3	0^s
Performing arts	1,730	10	3	24	16	600	644	58	24	145	201	x	x	x
Festivals and celebrations	123	1	0 ^s	4	2	72	14	11	5	7	6	x	x	x
Visual and applied arts	7,134	39	18	105	74	1,616	3,417	124	93	666	967	6	7	2
Original visual art	87	2	x	6	1	23	20	3	2	14	14	x	x	x
Art reproductions	32	x	x	x	x	9	5	x	x	7	11	x	x	x
Photography	605	x	x	11	8	124	263	23	15	67	84	x	x	x
Crafts	263	1	1	2	12	64	118	x	x	19	28	x	x	x
Advertising	1,539	x	x	x	x	292	948	17	17	88	145	x	x	x
Architecture	1,142	8	2	13	10	219	492	30	25	170	168	2	3	1
Design	3,464	16	x	56	x	886	1,570	42	24	302	517	x	x	x
Written and published works¹	9,612	59	21	168	99	2,356	4,560	342	153	939	898	6	8	2
Books	705	x	x	2	3	176	486	x	x	11	23	x	x	x
Periodicals	1,291	x	x	x	x	262	725	x	x	x	109	x	x	x
Newspapers	2,702	x	x	59	x	555	1,101	x	x	358	342	x	x	x
Other published works	33	x	x	x	x	2	14	1	x	x	12	x	x	x
Collected information	493	5	2	14	14	83	159	20	14	102	79	x	x	x
Multi sub-domain ²	4,387	x	x	x	x	1,277	2,074	173	41	363	332	x	x	x
Audio-visual and interactive media	11,062	80	20	198	112	2,516	5,262	274	160	1,158	1,265	6	8	3
Film and video	3,348	26	4	75	30	742	1,812	45	24	185	400	2	1	0
Broadcasting	6,051	x	x	x	x	1,376	2,732	x	x	794	x	x	x	x
Interactive media	1,664	x	x	x	x	398	717	x	x	179	x	x	x	x
Sound recording	492	x	x	x	x	120	265	x	x	39	46	x	x	x
Music publishing	77	x	x	x	x	9	37	x	x	x	16	x	x	x
Sound recording	415	x	x	x	x	112	228	x	x	x	30	x	x	x
Education and training	3,448	47	11	82	46	778	1,498	81	62	382	453	2	2	5
Governance, funding and professional support	6,249	100	36	183	133	1,085	2,714	243	239	583	844	18	32	39
Multi³	509	x	x	x	x	141	249	x	x	38	57	x	x	x
Total, GDP of culture industries, all other products	12,448	77	79	353	129	3,342	5,065	193	470	1,427	1,297	5	6	5
Total, GDP of culture industries	53,363	424	190	1,140	628	12,774	23,836	1,374	1,226	5,493	6,108	48	66	56
Total economy	1,564,105	27,176	4,824	33,854	27,746	309,059	589,924	49,311	60,603	261,657	191,089	2,250	4,674	1,937
	percent													
Distribution of GDP of culture industries	100.0	0.8	0.4	2.1	1.2	23.9	44.7	2.6	2.3	10.3	11.4	0.1	0.1	0.1
GDP of culture industries as share of provincial/territorial economy	3.4	1.6	3.9	3.4	2.3	4.1	4.0	2.8	2.0	2.1	3.2	2.1	1.4	2.9

0^s value rounded to 0 (zero) where there is a meaningful distinction between true zero and the value that was rounded

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1. This domain includes the Multi sub-domain as described in note 2. The value (i.e. output, GDP or jobs) of the other sub-domains may not be completely captured as services such as wholesale or retail would be captured in the multi sub-domain. For example, for the books sub-domain, the printing of books, distribution, wholesale and retail are captured within the multi sub-domain.

2. The Multi sub-domain includes services that cannot be allocated to other specific sub-domain within Written and published works. It includes the printing of books, magazines or art work; translation services; wholesale and distribution, and retail services, etc.

3. The Multi domain includes culture industries that are not associated with any culture domains and sub-domains: the culture portion of convention and trade show organizers; manufacturing and reproducing magnetic optical media; lessors of non-financial intangible assets; internet publishing and broadcasting and web search portal industries. These culture industries all affect more than one culture domain but cannot be easily allocated to a single domain, so they have been aggregated together.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table A.8

Output of culture industries, by domain and sub-domain, by province and territory, 2010 (industry perspective)

	Canada	N.L.	P.E.I.	N.S.	N.B.	Que.	Ont.	Man.	Sask.	Alta.	B.C.	Y.T.	N.W.T.	Nvt.
	millions of dollars													
Total, output of culture industries, culture products	78,101	581	186	1,357	859	17,513	37,613	2,268	1,376	7,237	8,806	75	117	112
Heritage and libraries	1,142	9	2	26	19	265	282	73	28	250	185	3	1	1
Archives	11	x	x	x	x	6	3	x	x	0 ^s	0 ^s	x	x	x
Libraries	162	x	x	x	x	39	15	x	x	103	2	x	x	x
Culture heritage	653	8	2	21	9	131	183	42	16	98	140	x	x	x
Natural heritage	316	2	0 ^s	4	11	89	80	28	10	48	42	x	x	x
Live performance	3,331	22	5	56	36	963	1,236	153	63	309	473	6	8	0^s
Performing arts	3,105	19	5	48	32	852	1,205	128	52	294	458	x	x	x
Festivals and celebrations	226	2	0 ^s	8	4	112	31	26	11	16	15	x	x	x
Visual and applied arts	12,816	66	29	179	130	2,904	6,150	263	159	1,204	1,705	10	15	3
Original visual art	157	4	x	10	3	36	37	6	5	26	27	x	x	x
Art reproductions	59	x	x	x	x	15	9	x	x	13	21	x	x	x
Photography	1,092	x	x	18	15	230	476	39	25	124	148	x	x	x
Crafts	750	1	1	3	21	137	405	x	x	37	59	x	x	x
Advertising	2,711	x	x	x	x	561	1,626	30	29	159	253	x	x	x
Architecture	1,772	14	3	21	17	368	696	46	42	286	268	3	6	1
Design	6,276	26	x	99	x	1,556	2,900	76	39	559	928	x	x	x
Written and published works¹	19,241	105	39	288	170	4,679	9,564	663	300	1,641	1,763	11	15	5
Books	1,505	x	x	3	4	413	1,022	x	x	17	40	x	x	x
Periodicals	2,756	x	x	x	x	642	1,593	x	x	x	197	x	x	x
Newspapers	5,212	x	x	105	x	979	2,347	x	x	606	665	x	x	x
Other published works	71	x	x	x	x	6	34	1	x	x	23	x	x	x
Collected information	1,053	10	4	24	21	220	377	37	38	169	154	x	x	x
Multi sub-domain ²	8,644	x	x	x	x	2,419	4,190	364	76	688	684	x	x	x
Audio-visual and interactive media	23,393	129	32	352	204	5,077	12,140	543	324	2,105	2,458	10	14	5
Film and video	8,207	35	9	115	57	1,793	4,710	105	72	342	960	4	3	1
Broadcasting	12,379	x	x	x	x	2,644	6,174	x	x	1,449	x	x	x	x
Interactive media	2,808	x	x	x	x	640	1,256	x	x	315	x	x	x	x
Sound recording	1,234	x	x	x	x	264	763	x	x	72	95	x	x	x
Music publishing	199	x	x	x	x	24	110	x	x	x	35	x	x	x
Sound recording	1,035	x	x	x	x	240	653	x	x	x	60	x	x	x
Education and training	4,615	61	16	110	61	1,028	1,997	115	89	521	600	3	3	10
Governance, funding and professional support	11,444	179	61	327	224	2,094	5,048	431	403	1,075	1,423	31	61	87
Multi³	884	x	x	x	x	239	434	x	x	60	105	x	x	x
Total, output of culture industries, all other products	21,482	130	121	570	220	5,748	8,989	343	782	2,361	2,187	9	12	9
Total, output of culture industries	99,583	711	307	1,927	1,080	23,261	46,603	2,610	2,158	9,597	10,994	84	129	121
Total economy	3,095,434	47,418	8,931	65,496	64,321	610,659	1,203,250	99,638	118,837	501,751	358,071	4,059	9,124	3,880
	percent													
Distribution of output of culture industries	100.0	0.7	0.3	1.9	1.1	23.4	46.8	2.6	2.2	9.6	11.0	0.1	0.1	0.1
Output of culture industries as share of provincial/territorial economy	3.2	1.5	3.4	2.9	1.7	3.8	3.9	2.6	1.8	1.9	3.1	2.1	1.4	3.1

0^s value rounded to 0 (zero) where there is a meaningful distinction between true zero and the value that was rounded

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1. This domain includes the Multi sub-domain as described in note 2. The value (i.e. output, GDP or jobs) of the other sub-domains may not be completely captured as services such as wholesale or retail would be captured in the multi sub-domain. For example, for the books sub-domain, the printing of books, distribution, wholesale and retail are captured within the multi sub-domain.

2. The Multi sub-domain includes services that cannot be allocated to other specific sub-domain within Written and published works. It includes the printing of books, magazines or art work; translation services; wholesale and distribution, and retail services, etc.

3. The Multi domain includes culture industries that are not associated with any culture domains and sub-domains: the culture portion of convention and trade show organizers; manufacturing and reproducing magnetic optical media; lessors of non-financial intangible assets; internet publishing and broadcasting and web search portal industries. These culture industries all affect more than one culture domain but cannot be easily allocated to a single domain, so they have been aggregated together.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table A.9
Jobs in culture industries, by domain and sub-domain, by province and territory, 2010 (industry perspective)

	Canada	N.L.	P.E.I.	N.S.	N.B.	Que.	Ont.	Man.	Sask.	Alta.	B.C.	Y.T.	N.W.T.	Nvt.
	number of jobs													
Total, jobs in culture industries, culture jobs	571,985	4,863	1,795	13,319	8,027	137,916	245,726	18,872	10,902	50,302	78,435	696	673	458
Heritage and libraries	15,168	160	50	465	415	3,520	4,058	995	362	2,956	2,083	39	x	x
Archives	82	x	x	x	x	50	17	x	x	x	x	x	x	x
Libraries	997	x	x	x	x	273	77	x	x	x	x	x	x	x
Culture heritage	9,218	131	49	361	187	1,892	2,663	600	220	1,600	1,482	x	x	x
Natural heritage	4,870	29	x	101	227	1,304	1,301	374	130	755	579	x	x	x
Live performance	52,411	397	167	1,467	890	15,330	19,492	2,250	803	5,156	6,286	100	x	x
Performing arts	48,932	352	x	1,233	778	13,620	19,076	1,874	669	4,899	6,112	x	x	x
Festivals and celebrations	3,478	45	x	234	112	1,711	416	376	134	256	173	x	x	x
Visual and applied arts	119,029	639	352	2,297	1,218	27,194	53,423	2,698	1,550	9,584	19,900	95	x	x
Original visual art	2,722	67	x	275	56	589	613	87	75	453	479	x	x	x
Art reproductions	738	x	x	x	x	194	144	x	x	121	273	x	x	x
Photography	12,040	x	x	227	188	3,030	4,834	533	287	969	1,769	x	x	x
Crafts	4,516	12	10	55	133	1,146	1,875	x	x	297	562	x	x	x
Advertising	27,144	x	x	x	x	5,397	15,936	366	262	1,484	3,007	x	x	x
Architecture	11,903	80	27	184	114	2,480	4,995	305	216	1,289	2,165	23	x	x
Design	59,966	241	x	1,203	x	14,358	25,025	1,197	497	4,971	11,646	x	x	x
Written and published works¹	137,799	813	285	3,188	1,785	33,307	64,024	5,498	2,127	11,118	15,379	120	128	26
Books	7,722	x	x	23	30	2,046	5,297	x	x	63	239	x	x	x
Periodicals	14,235	x	x	x	x	3,269	8,344	x	x	x	1,197	x	x	x
Newspapers	34,981	x	x	954	x	6,294	15,099	x	x	3,313	5,628	x	x	x
Other published works	366	x	x	x	x	28	168	x	x	x	131	x	x	x
Collected information	5,393	58	21	174	152	1,103	1,981	138	178	647	941	x	x	x
Multi sub-domain ²	75,101	x	x	x	x	20,567	33,136	3,788	859	6,486	7,243	x	x	x
Audio-visual and interactive media	101,370	671	192	2,032	1,175	25,846	43,925	2,377	1,895	8,085	14,949	100	83	40
Film and video	44,835	220	82	822	465	12,114	19,816	851	539	2,225	7,616	42	x	x
Broadcasting	40,138	x	x	x	x	9,716	17,522	x	x	4,274	x	x	x	x
Interactive media	16,397	x	x	x	x	4,016	6,587	x	x	1,586	x	x	x	x
Sound recording	11,791	x	x	x	x	3,335	5,052	x	x	1,145	1,319	x	x	x
Music publishing	2,000	x	x	x	x	232	797	x	x	x	440	x	x	x
Sound recording	9,792	x	x	x	x	3,104	4,255	x	x	x	879	x	x	x
Education and training	52,077	848	213	1,253	772	11,841	22,051	1,439	1,055	5,067	7,418	48	24	48
Governance, funding and professional support	78,691	1,246	505	2,278	1,582	16,821	32,028	3,302	2,877	6,892	10,429	179	290	263
Multi³	3,649	x	x	x	x	722	1,673	x	x	299	672	x	x	x
Total, jobs in culture industries, all other jobs	135,028	921	560	3,876	1,518	36,873	55,362	3,097	4,199	12,008	16,403	68	70	68
Total, jobs in culture industries	707,012	5,783	2,355	17,195	9,546	174,790	301,090	21,970	15,102	62,309	94,838	764	744	526
Total economy	17,384,467	212,620	69,772	465,062	361,105	3,881,823	6,753,042	648,419	550,138	2,085,525	2,297,249	21,462	25,805	12,446
	percent													
Distribution of jobs in culture industries	100.0	0.8	0.3	2.4	1.4	24.7	42.6	3.1	2.1	8.8	13.4	0.1	0.1	0.1
Jobs in culture industries as share of provincial/territorial economy	4.1	2.7	3.4	3.7	2.6	4.5	4.5	3.4	2.7	3.0	4.1	3.6	2.9	4.2

⁰ value rounded to 0 (zero) where there is a meaningful distinction between true zero and the value that was rounded

x suppressed to meet the confidentiality requirements of the *Statistics Act*

1. This domain includes the Multi sub-domain as described in note 2. The value (i.e. output, GDP or jobs) of the other sub-domains may not be completely captured as services such as wholesale or retail would be captured in the multi sub-domain. For example, for the books sub-domain, the printing of books, distribution, wholesale and retail are captured within the multi sub-domain.

2. The Multi sub-domain includes services that cannot be allocated to other specific sub-domain within Written and published works. It includes the printing of books, magazines or art work; translation services; wholesale and distribution, and retail services, etc.

3. The Multi domain includes culture industries that are not associated with any culture domains and sub-domains: the culture portion of convention and trade show organizers; manufacturing and reproducing magnetic optical media; lessors of non-financial intangible assets; internet publishing and broadcasting and web search portal industries. These culture industries all affect more than one culture domain but cannot be easily allocated to a single domain, so they have been aggregated together.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table A.10

GDP of sport industries at basic prices, by domain and sub-domain, by province and territory, 2010 (industry perspective)

	Canada	N.L.	P.E.I.	N.S.	N.B.	Que.	Ont.	Man.	Sask.	Alta.	B.C.	Y.T.	N.W.T.	Nvt.
millions of dollars														
Total, GDP of sport industries, sport products	4,463	40	20	83	74	717	1,906	110	133	537	826	5	6	5
Organized sport	1,830	7	1	13	9	324	819	37	41	179	399	x	x	x
Informal sport	267	3	1	7	3	60	114	8	5	27	35	x	x	x
Education and training	1,447	19	11	43	42	227	619	40	50	183	207	2	2	2
Governance, funding and professional support	920	11	6	20	19	106	354	25	37	148	186	2	3	3
Total, GDP of sport industries, all other products	762	9	6	22	17	123	369	19	20	83	92	1	1	1
Total, GDP of sport industries	5,225	49	26	106	91	840	2,275	129	154	620	919	5	7	5
Total economy	1,564,105	27,176	4,824	33,854	27,746	309,059	589,924	49,311	60,603	261,657	191,089	2,250	4,674	1,937
percent														
Distribution of GDP of sport industries	100.0	0.9	0.5	2.0	1.7	16.1	43.5	2.5	2.9	11.9	17.6	0.1	0.1	0.1
GDP of sport industries as share of provincial/territorial economy	0.3	0.2	0.5	0.3	0.3	0.3	0.4	0.3	0.3	0.2	0.5	0.2	0.2	0.3

x suppressed to meet the confidentiality requirements of the *Statistics Act*

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table A.11

Output of sport industries, by domain and sub-domain, by province and territory, 2010 (industry perspective)

	Canada	N.L.	P.E.I.	N.S.	N.B.	Que.	Ont.	Man.	Sask.	Alta.	B.C.	Y.T.	N.W.T.	Nvt.
millions of dollars														
Total, output of sport industries, sport products	7,141	64	31	131	113	1,034	3,089	197	230	881	1,343	8	11	9
Organized sport	3,034	11	2	23	16	397	1,376	77	84	336	709	x	x	x
Informal sport	531	7	2	15	7	122	225	16	10	54	70	x	x	x
Education and training	1,972	26	16	58	56	315	836	59	71	250	279	2	3	2
Governance, funding and professional support	1,604	21	11	35	34	200	652	45	65	241	285	4	6	5
Total, output of sport industries, all other products	1,153	13	8	32	24	183	547	31	31	136	143	1	2	1
Total, output of sport industries	8,293	77	39	163	137	1,217	3,637	227	261	1,018	1,486	9	14	10
Total economy	3,095,434	47,418	8,931	65,496	64,321	610,659	1,203,250	99,638	118,837	501,751	358,071	4,059	9,124	3,880
percent														
Distribution of output of sport industries	100.0	0.9	0.5	2.0	1.6	14.7	43.8	2.7	3.1	12.3	17.9	0.1	0.2	0.1
Output of sport industries as share of provincial/territorial economy	0.3	0.2	0.4	0.2	0.2	0.2	0.3	0.2	0.2	0.2	0.4	0.2	0.1	0.3

x suppressed to meet the confidentiality requirements of the *Statistics Act*

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table A.12
Jobs in sport industries, by domain and sub-domain, by province and territory, 2010 (industry perspective)

	Canada	N.L.	P.E.I.	N.S.	N.B.	Que.	Ont.	Man.	Sask.	Alta.	B.C.	Y.T.	N.W.T.	Nvt.
number of jobs														
Total, jobs in sport industries, sport jobs	93,346	785	374	1,951	1,464	14,028	40,068	2,560	2,450	10,603	18,831	x	x	x
Organized sport	51,708	217	81	781	490	6,616	23,399	1,222	1,037	5,841	11,984	x	x	x
Informal sport	6,128	87	35	207	101	1,544	2,293	212	140	617	851	x	x	x
Education and training	26,043	366	183	745	683	4,588	10,714	849	834	2,872	4,140	34	21	14
Governance, funding and professional support	9,468	115	77	217	189	1,279	3,662	277	439	1,272	1,856	21	33	30
Total, jobs in sport industries, all other jobs	12,000	118	96	297	250	1,486	5,729	295	304	1,714	1,690	x	x	x
Total, jobs in sport industries	105,346	903	470	2,248	1,714	15,514	45,797	2,855	2,754	12,317	20,521	90	84	80
Total economy	17,384,467	212,620	69,772	465,062	361,105	3,881,823	6,753,042	648,419	550,138	2,085,525	2,297,249	21,462	25,805	12,446
percent														
Distribution of jobs in sport industries	100.0	0.9	0.4	2.1	1.6	14.7	43.5	2.7	2.6	11.7	19.5	0.1	0.1	0.1
Jobs in sport industries as share of provincial/territorial economy	0.6	0.4	0.7	0.5	0.5	0.4	0.7	0.4	0.5	0.6	0.9	0.4	0.3	0.6

x suppressed to meet the confidentiality requirements of the *Statistics Act*

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table A.13
Gross domestic product at basic prices, output and jobs in culture industries, total and as a share of total economy, Canada, 2010

	Culture industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Culture products (millions of dollars)	40,915	6,758	47,673
as share of total economy (percent)	2.6	0.4	3.0
All other products² (millions of dollars)	12,448	1,503,985	1,516,432
as share of total economy (percent)	0.8	96.2	97.0
Total products (millions of dollars)	53,363	1,510,742	1,564,105
as share of total economy (percent)	3.4	96.6	100.0
Output			
Culture products (millions of dollars)	78,101	14,586	92,687
as share of total economy (percent)	2.5	0.5	3.0
All other products² (millions of dollars)	21,482	2,981,266	3,002,748
as share of total economy (percent)	0.7	96.3	97.0
Total products (millions of dollars)	99,583	2,995,852	3,095,434
as share of total economy (percent)	3.2	96.8	100.0
Jobs			
Culture jobs (number)	571,985	70,501	642,486
as share of total economy (percent)	3.3	0.4	3.7
All other jobs³ (number)	135,027	16,606,954	16,741,982
as share of total economy (percent)	0.8	95.5	96.3
Total jobs (number)	707,012	16,677,455	17,384,467
as share of total economy (percent)	4.1	95.9	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Table A.14

Gross domestic product at basic prices, output and jobs in sport industries, total and as a share of total economy, Canada, 2010

	Sport industries	Other industries ¹	Total industries
Gross domestic product, at basic prices			
Culture products (millions of dollars)	4,463	418	4,881
as share of total economy (percent)	0.3	0.0	0.3
All other products² (millions of dollars)	762	1,558,462	1,559,224
as share of total economy (percent)	0.0	99.6	99.7
Total products (millions of dollars)	5,225	1,558,880	1,564,105
as share of total economy (percent)	0.3	99.7	100.0
Output			
Culture products (millions of dollars)	7,141	973	8,113
as share of total economy (percent)	0.2	0.0	0.3
All other products² (millions of dollars)	1,153	3,086,168	3,087,321
as share of total economy (percent)	0.0	99.7	99.7
Total products (millions of dollars)	8,293	3,087,141	3,095,434
as share of total economy (percent)	0.3	99.7	100.0
Jobs			
Culture jobs (number)	93,346	8,518	101,863
as share of total economy (percent)	0.5	0.0	0.6
All other jobs³ (number)	12,000	17,270,604	17,282,604
as share of total economy (percent)	0.1	99.3	99.4
Total jobs (number)	105,346	17,279,121	17,384,467
as share of total economy (percent)	0.6	99.4	100.0

1. Other industries are the remaining industries in the economy once culture industries have been excluded.

2. All other products are the remaining products in the economy once the culture products have been excluded (i.e. non-culture products).

3. All other jobs are jobs associated with the production of non-culture products.

Notes: Totals may not add due to rounding.

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Appendix B Key definitions and concepts in the Provincial and Territorial Culture Satellite Account

Culture and sport

Within the PTCSA, culture is defined as a creative artistic activity and the goods and services produced by this creative activity and the preservation of heritage.

Sport is defined as an individual or group activity, often pursued for fitness in leisure time, fun or competition. This includes recreational sports and physical activities, as well as professional, semi-professional or amateur sport clubs and independent athletes that are primarily engaged in presenting sporting events before an audience.

Production and output

Production is the process of combining labour, capital, energy, material and service inputs to produce goods and services.

Output consists of those goods or services that are produced within an establishment that become available for use outside that establishment or in some special cases produced within the producing establishment. There are three types of output within the PTCSA: market output and non-market output and for own final use. Market output consists of goods and services sold at an economically significant price, that is, a price that has a significant influence on the amounts that producers are willing to supply and the amounts that purchasers wish to buy. Non-market output comprises goods and services that are not sold on the market and are generally valued at cost. For instance, free art exhibits in which services are provided by volunteers would be considered non-market output. Output for own final use consists of products retained by the producer for their own final use as consumption or investment. Only market and non-market output are measured in the PTCSA.

Goods and services

The distinction between goods and services is important. A good is a tangible product that can be stocked or placed in inventory. An example of a good is photographic equipment or a book. A service, on the other hand, is generally consumed at the place and time it is bought. Services cover a wide and complex variety of transactions on products that are generally intangible in nature. An example of a service is admission to a live performance or a museum exhibition.

Valuation and pricing

Goods and services in the PTCSA are valued at basic prices. The basic price of a good or service is its selling price before wholesale, retail and transportation margins and before product taxes like the Value Added taxes. This price reflects the revenues received by producers from the sale of these goods and services. This is different from the market prices which include the margins and taxes noted above to better reflect the price paid by the consumer of the culture good or service.

In order to illustrate the difference between the two consider the following example which decomposes the market price of a culture good/service (\$63.25) into its components (basic price, retail margin and taxes).

$\$63.25$ (culture good/service) = $\$45$ (basic price) + $\$10$ (retail margin) + $\$8.25$ (15% HST)

The PTCSA presents information at nominal or current prices, that is, there is no attempt to estimate the volume of culture goods and services produced in a given year.

Culture products

The CFCS framework uses a number of criteria to determine what is and is not a culture product. A product is determined to be culture if it satisfies the general definition of culture (noted above) and satisfies one or more of the following criteria:²⁵

1. The product must have copyright protection potential.
2. The product must support the creation, production, dissemination or preservation of culture.
3. It adds to the content of a culture product.
4. It preserves exhibits or interprets human or natural heritage.
5. It provides culture training or educational services.
6. It governs, finances, or supports directly culture.

In the context of the PTCSA, and following the CFCS, culture goods are defined as original and mass-produced goods which contain culture content, resulting from creative artistic activity. A culture service on the other hand is defined to include creative services (which can, in turn, include copyright payments or receipts), content services (services that add to, or alter a culture product), broadcasts, live performances and other culture events (such as museum exhibits).

Culture industries

A culture industry is one for which culture products (goods or services) make up the most significant part of its output. For instance, in the live performance industry, culture products represent the majority of its output even though they have secondary activity related to the sale of food and beverages. The CFCS, and therefore the PTCSA, also include industries involved in the 'creative chain'.

Industry perspective

The industry perspective is simply the presentation of culture activity by industry. In the PTCSA set of industry perspective tables, the culture industries are grouped under their respective domains and sub-domains.

Product perspective

The product perspective is simply grouping like products (regardless of industry of origin) together. For example, books may be produced in more than one industry. In the product perspective, all of the activity related to the production of books is grouped together.

Gross Domestic Product

Gross Domestic Product (GDP) or value added is a key measure of economic performance in the PTCSA. It represents the output of an industry minus the value of intermediate inputs that were used up in the production of the culture goods and services.

Employment

Employment data (i.e., number of jobs) comes from the Canadian Productivity Accounts of the CSNA. It represents the number of jobs held by the self-employed, employees and unpaid²⁶ family workers. It should be noted that a job that exists for only part of the year (e.g., 4 months) counts as only a fraction of a job (1/3 of a job) for the year. It should also be noted that a part-time job at 10 hours a week counts as much as a full-time job at 50 hours a week.²⁷

25. See CFCS 2011 for more detailed discussion of criteria.

26. Unpaid family workers are persons who work without pay in a business, farm or professional practice owned and operated by another family member living in the same dwelling.

27. This measure of employment differs conceptually from employment measured by the Labour Force Survey (LFS). Within the LFS an individual can only have a single job, while – within the PTCSA a person can have more than one job and those jobs can be in different industries.

GDP of culture industries

The GDP of culture industries is the measure of GDP for each of the culture industries. It covers all of their outputs – culture and non-culture products. For example, the performing arts industry may generate GDP from both admissions to live performances (a culture activity) and food and beverages services (a non-culture activity). The GDP for both activities is included in the GDP of culture industries.

This is the standard measure of industry based GDP, consistent with previous Statistics Canada studies²⁸ of culture's economic contribution in Canada. It is the measure to use for inter-industry comparisons.

Culture GDP

Culture GDP is the value added related to the production of culture goods and/or services across the economy regardless of the producing industry. For example, for the performing arts industry which may generate GDP from admissions to live performances and food and beverages services (a non-culture activity) only the GDP from admissions to live performances (the culture activity) will be counted. However, it will also include any GDP from admissions to live performances produced outside of the live performance industry.

The culture GDP measures the GDP from the production of all culture goods and services in the Canadian economy – regardless of the industry in which they are produced

Employment in culture industries

Employment in culture industries is measured by the number of jobs in each of the culture industries. It covers all jobs in the industry required to produce both culture and non-culture output. For example, the performing arts industry may require an individual to collect admissions tickets to a live performance (job from culture activity) and a bartender in the food and beverages services (a job from a non-culture activity). Both jobs are included in the estimate of employment in culture industries.

Culture jobs

Culture jobs are defined as the number of jobs that are related to the production of culture goods and/or services in that industry. Therefore it covers only the jobs in the industry required to produce culture activities. Using the example above, only the individual selling admissions tickets would be in the estimate of culture jobs.

GDP of sport industries

The GDP of sport industries is the measure of output from all sport industries. It covers all of their outputs—sport and non-sport products. For example, a sporting event may generate GDP from both, admissions to the sporting event (a sport activity) and food and beverages services (a non-sport activity). The GDP associated with both of these products would be included in the GDP of sport industries.

Sport GDP

Sport GDP is defined as the value added in an industry that is related to the production of sport goods and/or across the economy regardless of the producing industry. For example, for a sporting event which generates GDP from admissions to sporting events (a sport activity) and food and beverages services (a non-sport activity), only the GDP from admissions to sporting event (the sport activity) will be included in Sport GDP. However, it will also include any GDP from admissions to sporting events produced outside the sport industries.

28. See Statistics Canada, *Economic Contribution of Culture in Canada*, December 2004 and *Economic Contribution of the Culture Sector to Canada's Provinces*, March 2007.

Employment in sport industries

Employment in sport industries is the number of jobs in each of the sport industries. It covers all jobs in the industry required to produce both sport and non-sport products. For example, a sporting event will need jobs for both admissions to sporting events (a sport activity) and food and beverages services (a non-sport activity). Both of these jobs will be included in the estimate of employment in sport industries.

Sport jobs

Sport jobs are defined as the number of jobs that are related to the production of sport goods and/or services regardless of the industry. For example, a sporting event may have two jobs: a job collecting admissions to sporting events (a job from sport activity) and bartender in the food and beverages services (a job from non-sport activity). Only the job of the person collecting admissions tickets to sporting events (job from culture activity) is included in sport jobs.

Appendix C The Canadian System of National Accounts and Culture Satellite Account

The Canadian System of National Accounts (CSNA) is compiled according to an internationally recognized economic accounting standard (2008 SNA). It provides a set of interrelated accounts and a set of concepts, definitions, classifications and accounting rules for compiling and integrating economic data to give a comprehensive picture of the economy and how it works. The CSNA can be used to analyze the production and the use of goods and services by industry, the income generated in production, and the demand for goods and services from households and governments and non-profit institutions serving households. The Culture Satellite Account (CSA) is an extension of the CSNA which focuses on the economic transactions specifically related to culture and sport.

Satellite accounts, such as the CSA, have the structure and principles of the national accounts but are developed as an extension to the core national accounts system – hence the name “satellite”. Since culture or sport are not clearly defined as a “formal” industry within the Canadian economy, it is necessary to identify and extract all the culture or sport content from within the economy and present it in a coherent form—a satellite account. This satellite account provides a framework (i.e., identifies culture/sport industries and products), concepts and definitions which inform us about culture and sport in Canada.

The satellite account presentation adheres to national accounting principles and allows an analyst to compare areas of interest (culture, tourism, etc.) with the entire economy. With the CSA, given its focus on culture and sport, one can answer questions like: What is the economic importance of culture and sport in Canada? The ability to measure culture against the rest of the economy is a very important reason for working within the structure of the CSNA.

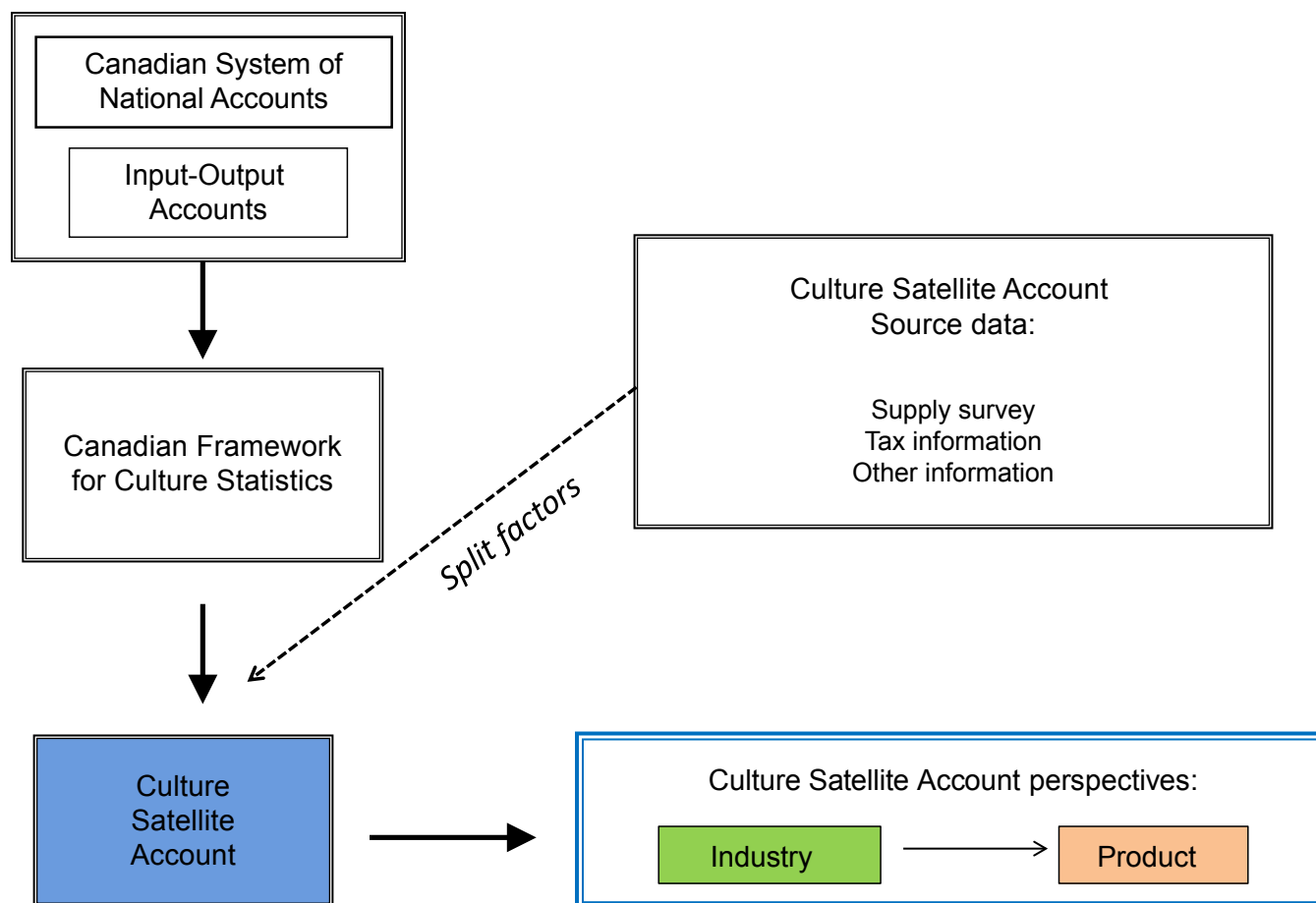
The CSA is essentially a detailed rendition of the culture and sport portion of the CSNA for which the CFCS provides the concepts, definitions and classification used to filter economic activity related to culture and sports. The relationship between the CSA, CFCS and CSNA is described in Figure C1 below.

Figure C.1
Relationship between Canadian Culture Satellite Account, 2011 Canadian Framework for Culture Statistics and Canadian System of National Accounts



Figure C 2 below shows schematically the conceptual framework of the CSA. At the top left is the CSNA with the Input-Output (I-O) Accounts highlighted and explained below. It is within the I-O Accounts that the I-O tables are constructed using surveys, tax, customs and other administrative records. These source data are processed to be consistent with the definition and accounting rules used in the CSNA. On the top right is the CSA source data originating from the various industry surveys and other administrative source and discussed below. Data from both these sources are incorporated into the CSA.

Figure C.2
Canadian System of National Accounts and the Canadian Culture Satellite



Input-Output tables

The Input-Output (I-O) tables contain the most comprehensive and detailed statistics relating to production, intermediate use and final consumption of goods and services in the Canadian economy. They measure economic activity by industry as well as by product. They are the primary building block of the CSA.

As their name suggests, I-O tables contain two important dimensions: the output table and the input table. The output table shows the goods and services produced by each industry in the Canadian economy. In most cases, domestic production or output of an industry is simply its sales or shipments adjusted for changes in inventories, measured at basic prices. Estimates of the supply (output) of culture products in the CSA originate in the output table.

The input table shows the goods and services used by each industry in the production of their goods and services. This table also shows the costs of “primary inputs” using in production, including labour income, income of unincorporated businesses, other operating surplus and net indirect taxes (often referred to as the payments to labour, capital and appropriations by government).

From these tables it is possible to derive a measure of value added or gross domestic product by taking the output of an industry and subtracting the intermediate inputs used in the production of that output. The estimates of Culture GDP and GDP by culture industries (as well as Sport GDP and GDP by sport industries) are based on the data reported in these tables.

The I-O classification for industries, Input Output Industry Classification (IOIC), is a variant of the North American Industry Classification System (NAICS) 2007. The I-O classification for commodities is a variant of the North American Products Classification System (NAPCS) 2007. At the most detailed level, the I-O tables are composed of 481 commodities (including 71 that are defined as 'culture products' in the CSA) and 234 industries (45 of which are identified as 'culture industries').²⁹ These 45 I-O culture industries disaggregate into 152 six-digit NAICS 2007 culture industries.

Industry surveys and other information

In addition to the Input-Output tables the following information is used to construct the CSA. This includes several surveys covering: amusement and recreation; book publishers, film and video distribution; film, television and video post-production; film, television and video production; motion picture theatres; newspaper publishers; performing arts; heritage institutions; and periodical publishing.³⁰ They produce biennial estimates for selected financial variables and industry characteristics. Other surveys such as retail trade, wholesale trade and manufacturing, as well as available tax data were also used to build the CSA.

For education, annual enrollment (headcount) data from the Postsecondary Student Information System was used in order to distinguish culture education programs or education programs related to sport from the other programs. As this source of information is available annually, it is more up to date than the Census of Population and National Household Survey. These data were classified according to a detailed classification system: the Classification of Instructional Programs (CIP). CIP allowed for the selection of enrollments for specific culture programs (or fields of study) and specific sport programs according to pre-established codes. A sub-set of pre-established education codes had been determined in the CFCS 2011.

For government support, government expenditures from the Survey of Federal Government Expenditures on Culture, and Survey of Provincial/Territorial Government Expenditures on Culture were used. This information was used to estimate the culture and sport portion of the CSNA government industries.³¹

Employment data (i.e., number of jobs) used in the CSA comes from the Canadian Productivity Accounts of the CSNA. These accounts provide information on employment following CSNA principles and using I-O industries. At the aggregate level, the number of jobs in this database is benchmarked to the Labour Force Survey (LFS). The industry distribution of these jobs, however, is primarily based on information from the Survey of Employment, Payrolls and Hours, although other industry surveys and administrative sources are used as well.

For a complete list of survey data used in the CSA see Appendix K.

29. A full list of the Input Output Industry Classification industries used in the CSA is available in the Appendix G: *Culture and sport industries in the Provincial and Territorial Culture Satellite Account 2010 by Input-Output Industry Classification*.

30. The complete list of surveys used in the CSA is available in Appendix K: *Surveys used in the Provincial and Territorial Culture Satellite Account, 2010*.

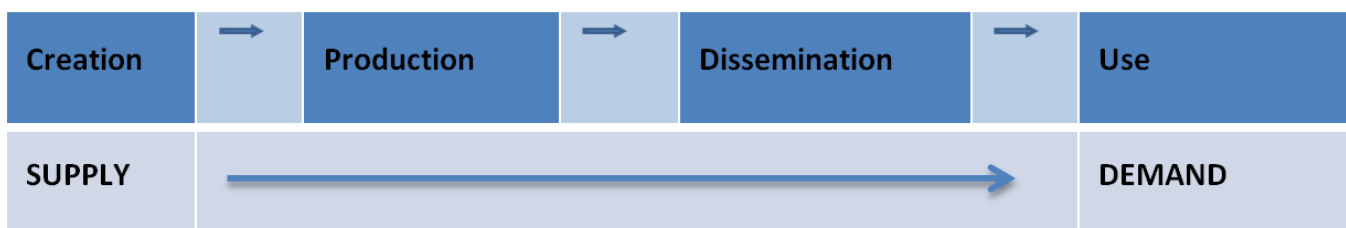
31. In the future, Statistics Canada will start using the same system as the International Monetary Fund namely the Government Finance Statistics (GFS). The GFS uses the Classification of Functions of the Government (COFOG) to classify government expenditures.

Appendix D Canadian Framework for Culture Statistics 2011³²

The Canadian Framework for Culture Statistics 2011 (CFCS) was developed by Statistics Canada in consultation with the Department of Canadian Heritage and other culture stakeholders.³³ The framework consists of two elements. The first, articulated in the *Conceptual Framework for Culture Statistics 2011* publication, provides standard concepts, definitions and classifications for consistent and comparable statistics on culture. The second is detailed in the publication titled *Classification Guide for the Canadian Framework for Culture Statistics 2011* and is a supporting guide which maps the classification systems used in Statistics Canada (e.g. North American Industry Classification System (NAICS), North American Product Classification System (NAPCS), and National Occupational Classification-Statistics (NOC-S)) to the framework.

Culture can be very broadly defined and include for example, religious and spiritual practices and political ideologies and processes. However these notions of culture are too broad for establishing boundaries when defining culture for statistical purposes. In Canada, culture is defined as “creative, artistic activity and the goods and services produced by it, and the preservation of heritage.”³⁴ Another useful conceptual construct from the CFCS is the notion of the “creative chain” (see Figure D1) which is defined as the “series of steps by which a culture good or service is created, developed, perhaps manufactured, and distributed or made available to end-users.”³⁵

Figure D1
Basic creative chain for culture goods and services



Sources : Canada, Canadian Framework for Culture Statistics 2011, Catalogue no. 87-542

Taken together, the definition of culture activity and the creative chain for culture goods and services imply a range of activities and related transactions reflected both implicitly and explicitly already in the CSNA. In this context, these activities translate into production of certain products taking place in certain industries and sectors of the economy. So, for instance, an author engages in creative, artistic activity by writing a manuscript of a novel on contract to a book publisher, who in turn purchases design services for a cover from a graphics design firm. Further activities involve the publisher transforming the manuscript into a book, managing copyright and licensed materials and producing copies including already copyrighted or licensed materials, for distribution through wholesalers to retailers (dissemination, in Figure D1). Retailers in turn sell the book to consumers (final demand or use). This example illustrates that while not all of the activities included in the chain are creative (e.g., dissemination), all of them add value to the culture product as it goes through the various stages of production.

The CFCS uses its own unique categories for conceptual and measurement purposes. These categories are referred to as domains and sub-domains and are illustrated in Table D.1. The product perspective is a construct that presents culture and sports estimates from the perspective of the creative chain. It is the re-grouping of products similar in purpose even though these products may be dispersed across various NAICS. Hence the written and published works domain would include all the economic activities from the creation to the final product available to consumers. There are six culture domains in total. A sub-domain is a subset of a domain and can be used to identify a number of related industries, products and occupations. For example, ‘books’ is a sub-domain within the Written and Published Works domain.

32. This section presents a quick overview of the Canadian Framework for Culture Statistics 2011, for more detailed discussion, concept and definitions see Canadian Framework for Culture Statistics 2011.

33. For more information see Acknowledgements page in the CFCS 2011, <http://www.statcan.gc.ca/pub/87-542-x/87-542-x2011001-eng.htm>.

34. CFCS 2011.

35. For more information on creative chain, more examples see the Conceptual framework for Cultural Statistics 2011, Statistics Canada catalogue 87-542 no.2

According to the CFCS, sub-domains are further disaggregated into: Core culture and Ancillary culture. Core culture sub-domains produce goods and services that are the result of creative artistic activity (e.g., books, works of art and crafts) and whose main purpose is the transmission of an intellectual or cultural concept, whereas ancillary culture sub-domains produce goods and services that are the result of creative artistic activity (e.g., designs, architectural plans), but whose primary purpose is not the transmission of an intellectual or cultural concept.

The CFCS also provides two transversal domains: Education and Training³⁶ and Governance, Funding and Professional Support.³⁷ Generally, a transversal domain supports all culture domains including each of their sub-domains and allows for movement along the creative chain. For example, this would include training or educational programs for culture professionals or funding for cultural or sport programs. Industries and products within transversal domains are not fundamentally culture but they are an integral part of culture since culture domains could not exist without them. As such, the Framework recommends the inclusion of transversal domains in the measurement of culture. The transversal domains produce goods and services that support all core and ancillary culture sub-domains and are often referred to as “crosscutting domains”. Education and Training, and Governance, Funding and Professional Support are all examples of CFCS transversal domains.³⁸

In the CSA, a third transversal domain has been added for practical reasons – called the Multi-domain. This transversal domain includes five industries where each industry contains some culture content that affects more than one main culture domain. For example, the retail industry “Book, Periodical and Music Stores” (NAICS 4512) is related to both Written and Published Works and Sound Recording. Currently in the CFCS, several culture industries are not associated with any culture domains and sub-domains: the culture portion of convention and trade show organizers; sporting, hobby, book and music stores; internet publishing and broadcasting and web search portal industries. These culture industries all affect more than one culture domain but cannot be easily allocated to a single domain, so they have been aggregated together into the “Multi-domain”.³⁹

The CFCS also includes two Infrastructure domains: the Mediating products and Physical infrastructure domains. For example, the Mediating products domain includes products such as software, computers, MP3 players and eBook Readers which, although not considered culture products, help users to experience and consume culture. The Physical infrastructure domain covers physical venues such as concert halls or buildings, recording or film studios and training centres that enable the creation or use of the culture products. These domains have been excluded from the CSA as they are not directly related in the creation of culture products but support the production and consumption of culture output.

36. Education includes the culture portion of expenditures by government in colleges, CEGEPs, universities, trade schools and fine arts schools.

37. The support domain includes among others the culture portion of consolidated government expenditures. For example, federal funding for libraries, art galleries and museums as well as broadcasting.

38. Canadian Framework for Culture Statistics (CFCS) 2011.

39. Table 1.1, Classification guide, Canadian Framework for Culture Statistics 2011, Catalogue 87-542 no.002.

Table D.1

Domains and sub-domains of the Canadian Culture Satellite Account adapted from Canadian Framework for Culture Statistics¹

Culture domains					
A. Heritage and libraries	B. Live performance	C. Visual and applied arts	D. Written and published works	E. Audio-visual and interactive media	F. Sound recording
Core culture sub-domains					
1. Archives: includes archival collections and services.	1. Performing arts: includes live performances by individuals and companies of theatre (incl. musical and dinner theatre), opera, dance, orchestras, music, circuses, magic shows, ice shows, puppet theatre, mime shows, etc. as well as services such as promoters and presenters of performing arts.	1. Original visual art: includes original art such as paintings, drawings, pastels, engravings, prints, lithographs, sculptures and statuary, as well as dissemination services such as commercial art galleries.	1. Books: includes all published content and formats, regardless of delivery platform, including print, audio-books and eBooks, as well as dissemination services such as book fairs, literary festivals, reading series, and related events.	1. Film and video: includes feature films, short films, live action and animated films, documentaries, videos, and interactive movies, in all formats including film, HD, digital, streamed and downloaded content, as well as dissemination services such as film festivals and related events.	1. Sound recording: includes sound recording services, record production, record reproduction, and distribution, in all formats, regardless of delivery platform, including on-line digital or downloaded music content.
2. Libraries: includes library collections and services.	2. Festivals and celebrations: includes live performed events, including festivals, fairs and other celebrations with live performances of music, theatre, dance, comedy, improvisation, multidisciplinary events, and services of promoters and presenters of live performed events.	2. Art reproductions: include copies of original visual arts, produced with the use of technology, such as unlimited edition prints, posters, statuettes, and ornaments.	2. Periodicals: includes all published content and formats, regardless of delivery platform, including print, on-line versions, webzines (e-zines), and other digital and electronic publishing and delivery, as well as dissemination services such as magazine fairs and related events.	2. Broadcasting: includes broadcasters and service providers of traditional, pay and specialty radio content; cable, pay and specialty television programming; and Internet-based broadcast content such as podcasts, on-line, streamed, and digital radio and television programs.	2. Music publishing: includes music composition and publishing, in all formats, regardless of delivery platform, including print music, on-line digital or downloaded content, sale of rights for performance, recording, reproduction, and other related rights.
3. Cultural heritage: includes artifacts, collections (incl. antiques) and services such as museums, public art galleries, art museums, historic sites, historic buildings, planetaria, and archaeological sites.		3. Photography: includes traditional still and digital photography services, covering all fields including portrait, wedding, action, and specialty, commercial and industrial services.	3. Newspapers: includes all published content and formats, regardless of delivery platform, including print, electronic, and web-based newspapers, as well as other digital and electronic publishing and delivery.	3. Interactive media: includes console games, on-line games, wireless games, and PC games as well as other related interactive digital edutainment products.	
4. Natural heritage: includes collections and services such as botanical gardens, aquaria, zoological sites, and national parks, provincial parks and reserves, conservancy sites, and conservation areas with interpretation.		4. Crafts: includes hand-made artisanal goods from all materials, including textiles, jewellery, pottery, statues, ceramics, furniture, housewares, musical instruments, etc.	4. Other published works: includes published materials (in print or electronic form) such as brochures, leaflets, postcards, greeting cards, and calendars.		
Ancillary culture sub domains					
		5. Advertising: includes design and development of advertisements.	5. Collected information: includes design and development of catalogues, directories and other publications of copyrighted collected information.		
		6. Architecture: includes residential, non-residential, landscape and urban design services.			

Table D.1 (concluded)

Domains and sub-domains of the Canadian Culture Satellite Account adapted from Canadian Framework for Culture Statistics¹

Culture domains					
A. Heritage and libraries	B. Live performance	C. Visual and applied arts	D. Written and published works	E. Audio-visual and interactive media	F. Sound recording
		7. Design: includes graphic, interior, industrial, jewellery, fashion and other specialty design services.			
			8. Multi sub-domain: includes printing of books, art works, calendars, magazines, newspapers; support activities for printing of books, art works, calendars, magazines, newspapers; book, periodical and newspaper wholesaler-distributors and wholesalers; book stores and news dealers ; translation services , independent writers and authors.		

Transversal domains

G. Education and training

Cultural programs offered at educational and training establishments including elementary and secondary schools, community colleges and C.E.G.E.P.S, universities, technical, vocational and trade schools and fine arts schools.

H. Governance, funding and professional support

includes grant-making and giving services of culture organizations only (conservation foundations and charitable trusts awarding grants); business, civic and civic and social organizations- culture organizations only ; labour organizations and other membership organizations –culture organizations only (including arts councils); and government entities providing programs related to culture such as federal regulatory services and federal, provincial and territorial and local, municipal and regional public administrations.

Multi domain

Covers more than one domain and cannot be readily allocated to a single domain. Includes Manufacturing and reproducing magnetic and optical media - reproduction of magnetic and optical media, excluding software (culture content only); Internet publishing and broadcasting, and web search portals-publishers of culture content only; lessors of non-financial intangible assets (except copyrighted works)-owners of cultural trademarks and convention and trade show organizers-craft shows and trade fairs related to culture only.

Notes:

1. Adapted from Table 1, Canadian Framework for Culture Statistics, Catalogue 87-542.

Source: Canadian Framework for Culture Statistics, 2011.

Appendix E Sport in the Canadian Framework for Culture Statistics and Canadian Culture Satellite Account

According to the **Canadian Framework for Culture Statistics (CFCS)**, sport is considered a domain related to culture and is therefore measured in the Canadian Culture Satellite Account (CSA). In Canada, sports and culture are linked in activities such as hockey, skiing, canoeing, skating, swimming, etc. Although these activities have a cultural nature, they are distinct from culture and measured separately. Sport is defined as an individual or group activity often pursued for fitness in leisure time, and can be undertaken for fun or for competition.⁴⁰ Sport participants may or may not be paid or receive prize money for their appearance or performance.

Sport excludes products and services that serve as inputs for producing sport products or providing sport services.⁴¹ The sport domains in the CSA are illustrated in Table E.1 below.

Table E.1
Sport domains in the Canadian Culture Satellite Account adapted from Canadian Framework of Culture Statistics¹

Sport domains

Organized sport: includes team or organized sport activities (amateur and professional) including the hosting of sporting events.

Informal sport: includes recreational sport and physical activities such as aerobics, bicycling, badminton, fishing, golf, hiking, jogging, riding, rowing, skating, skiing, swimming, tennis, etc).

Transversal domains

Education and training

Governance, funding and professional support

Notes:

1. See Canadian Framework for Culture Statistics 2011, Catalogue no. 87-542.

Source: Canadian Framework for Culture Statistics, 2011.

Sport has two core and two transversal domains: Organized sport, Informal sport, Education and Training and Governance, Funding and Professional Support for sport. Organized sport includes spectator sport, sport stadiums and other presenters with facilities and without facilities. Informal sport includes non-profit sport club industries. Education and training includes sport or sport related instruction, the sport portion of expenditures by government in colleges, CEGEPs, and universities. Governance, funding and professional support for sport includes the sport portion of consolidated government expenditures. In the case of sport, non-profit institutions are not considered as a separate sub-domain but as a proxy to measure the size of the informal sport sub-domain.

40. Similar to the statistical definition of sport in the "Vilnius definition of sport", European Union Working Group on Sport and Economics, 2007.

41. Definition of Sport according to the "Vilnius definition of sport", European Union Working Group on Sport and Economics, 2007.

Appendix F Methodology

This appendix describes the methodology used in creating the Provincial and Territorial Culture Satellite Account (PTCSA). The first step in developing the PTCSA is the conceptual exercise of defining culture. The next step involves applying this definition to standard classification system used by Statistics Canada to compile and present economic data. These classification systems are the North American Industry Classification System (NAICS 2007) and the North American Product Classification System (NAPCS 2007). The mapping of the culture domains and sub-domains to the NAICS and NAPCS is taken directly from the 2011 CFCS and is the foundation of the PTCSA. The end result of this exercise is a list of NAICS based industries and NAPCS based products that represent culture and sport.

The Input-Output tables by province and territory, as well as at national level are the building blocks of the PTCSA. Two of the important dimensions contained in these tables are an industry dimension and a commodity dimension. However, the commodity (IOIC) and industry (IOCC) classifications used in the I-O tables are too aggregated to be directly incorporated in the PTCSA. For example, Table F.1 shows the NAICS industries associated with the IOIC industry performing arts, spectator sport and related industries, and heritage institutions. This I-O industry is composed of twenty three different six-digit NAICS.

Methodology used to compile culture industry estimates

Since the IOIC industries used are often too broadly defined and include non-culture industries a major step in building the PTCSA is to disaggregate the IOIC based industries into their underlying six-digit NAICS 2007 industries.

Table F.1

Concordance between Input-Output Industry Codes (IOIC) and North American Industry Classification System (NAICS) 2007

Input-Output Industry Classification (IOIC)		North American Industry Classification System (NAICS) 2007	
IOIC code	IOIC title	NAICS code	NAICS title
BS71A000	Performing arts, spectator sport and related industries, and heritage institutions	711111	Theatre (except musical) companies
		711112	Musical theatre and opera companies
		711120	Dance companies
		711130	Musical groups and artists
		711190	Other performing arts companies
		711211	Sport teams and clubs
		711213	Horse race tracks
		711218	Other spectator sport
		711311	Live theatres and other performing arts presenters with facilities
		711319	Sport stadiums and other presenters with facilities
		711321	Performing arts promoters (presenters) without facilities
		711322	Festivals without facilities
		711329	Sport presenters and other presenters without facilities
		711410	Agents and managers for artists, athletes, entertainers and other public figures
		711511	Independent artists, visual arts
		711512	Independent actors, comedians and performers
		711513	Independent writers and authors
		712111	Non-commercial art museums and galleries
		712115	History and science museums
		712119	Other museums
		712120	Historic and heritage sites
		712130	Zoos and botanical gardens
		712190	Nature parks and other similar institutions

Source: Statistics Canada.

The disaggregation or “splitting” process makes use of survey and administrative data collected at the detailed industry level. This data is first processed to be consistent with the definitions and accounting rules used to create the I-O tables.

Revenue information from different sources is used to derive “split factors” to split IOIC industries into relevant culture industries. A split factor, see equation below, is the share of a specific industries output relative to the total of all industries in the group.

$$\frac{\text{output of NAICS 711111}}{\text{total output of NAICS (711+712)}}$$

Table F.2 is an example of how the split factors would be derived for the culture industry related to the Performing arts, spectator sport and related industries, and heritage institutions in the PTCSA. The first step would be to derive a value of output for all the culture industries within the IOIC – Performing arts, spectator sport and related industries using detailed survey or administrative data. The second step would be to derive a split factor for each industry which represents the output of the industry as a share of the total output of all the industries in BS71A000 - Performing arts, spectator sport and related industries, and heritage institutions.

Table F.2
Deriving split factors for the culture industries in the CSA, a fictive example

Industry	Output	Split factor	Output by industry	GDP by industry	Jobs by industry
	dollars	percentage	dollars	dollars	number of jobs
711111	10	1	21	5	3,472
711112	20	1	42	10	6,944
711120	30	2	63	16	10,417
711130	40	3	83	21	13,889
711190	50	3	104	26	17,361
711211	60	4	125	31	20,833
711213	70	5	146	36	24,306
711218	80	6	167	42	27,778
711311	90	6	188	47	31,250
711319	100	7	208	52	34,722
711321	110	8	229	57	38,194
711322	120	8	250	63	41,667
711329	110	8	229	57	38,194
711410	100	7	208	52	34,722
711511	90	6	188	47	31,250
711512	80	6	167	42	27,778
711513	70	5	146	36	24,306
712111	60	4	125	31	20,833
712115	50	3	104	26	17,361
712119	40	3	83	21	13,889
712120	30	2	63	16	10,417
712130	20	1	42	10	6,944
712190	10	1	21	5	3,472
Total	1,440	..	3,000	750	500,000
Total Output: BS71A000	3,000				
GDP: BS71A000	750				
Jobs: BS71A000	500,000				

.. not available for a specific reference period

Source: Statistics Canada.

The next step would be to then apply these split factors to the output, GDP and jobs of the industry BS71A000 - Performing arts, spectator sport and related industries, and heritage institutions.

Methodology used to compile culture products estimates

The process to estimate culture products is similar to the process used to estimate culture industries in that the aggregate IOCC information needs to be disaggregated into detailed NAPCS classes.

Table F.3 provides an example of the IOCC product MPS71A002 - Admissions to performing arts. This product is equivalent to NAPCS 711012 Admissions to live performing arts performances which is composed of seven detailed NAPCS products.

Table F.3
Concordance between Input-Output Commodity Classification and North American Product Classification System

Input-Output Commodity Classification (IOCC)		North American Product Classification System (NAPCS)	
IOCC code	IOCC title	NAPCS code	NAPCS title
MPS71A002	Admissions to live performing arts performances	711012	Admissions to live performing arts performances
		711012.1	Admissions to live performing arts performances
		711012.1.1	Admissions to live theatrical (except musical) performances
		711012.1.2	Admissions to live musical theatre and opera performances
		711012.1.3	Admissions to live symphony and classical music performances
		711012.1.4	Admissions to live popular music performances
		711012.1.5	Admissions to live dance performances
		711012.1.6	Admissions to live public appearances and speeches
		711012.1.7	Admissions to live performing arts performances, n.e.c. ¹

Notes:

1. Not elsewhere classified (n.e.c.).

Source: Statistics Canada.

Methodology for compiling culture domain and sub-domain estimates

Once values of output, GDP and jobs have been calculated for each culture industry and culture product, it is possible to present the data by the culture domains and sub-domains outlined in the CFCS.

The methodology for creating the domain estimates is best illustrated using an example. Consider Table F.4 for an example of how estimates for the culture domain: Written and Published Works and sub-domains books and periodicals are compiled.

The first step is an allocation of the industry data to the domains. In the example below, data for the Book Publishing industry are allocated to the Book sub-domain and data for the Periodical Publishing industry are allocated to the Periodical Domain. The next step is to examine the products produced by each of these industries. In the case of the Periodical Publishing industry they produce \$100 worth of Books (8% of total output). Since this is less than 10% of the industries total output the production of books in the Periodical Publishing Industry is moved from the Periodicals domain and to the book domain⁴². What remains is a value of output of \$1200 in the Periodicals sub-domain and a value of \$1500 in the Books sub-domain.

Table F.4
Example of reallocation of products

Industry	Culture product	Culture sub-domain		Culture sub-domain	
		(books)	(periodicals)	(books)	(periodicals)
		Before allocation		After allocation	
dollars					
Book publishing	Books	1,000	..	1,000	..
	Other published products	400	..	400	..
Periodicals publishing	Periodicals	..	1,200	..	1,200
	Books	..	100	100	..
Total		1,400	1,300	1,500	1,200

.. not available for a specific reference period

Source: Statistics Canada.

42. The 10% rule is an arbitrary number and is applied consistently across all domains.

Appendix G Culture and sport industries in the Provincial and Territorial Culture Satellite Account, 2010

Table G.1

Culture and sport industries in the Provincial and Territorial Culture Satellite Account 2010 by Input-Output Industry Classification

Input-Output Industry Classification (IOIC)	
IOIC Code	IOIC title
BS323000	Printing and related support activities
BS332A00	Cutlery, hand tools and other fabricated metal product manufacturing
BS334A00	Other electronic product manufacturing
BS339900	Other miscellaneous manufacturing
BS414000	Personal and household goods wholesaler-distributors
BS416000	Building material and supplies wholesaler-distributors
BS418000	Miscellaneous wholesaler-distributors
BS419000	Wholesale electronic markets, and agents and brokers
BS442000	Furniture and home furnishings stores
BS448000	Clothing and clothing accessories stores
BS451000	Sporting goods, hobby, book and music stores
BS453000	Miscellaneous store retailers
BS511110	Newspaper publishers
BS5111A0	Periodical, book and directory publishers
BS511200	Software publishers
BS512130	Motion picture and video exhibition
BS5121A0	Motion picture and video industries (except exhibition)
BS512200	Sound recording industries
BS515100	Radio and television broadcasting
BS515200	Pay and specialty television
BS517000	Telecommunications
BS519000	Other information services
BS52A000	Financial investment services, funds and other financial vehicles
BS532A00	Rental and leasing services (except automotive equipment)
BS533000	Lessors of non-financial intangible assets (except copyrighted works)
BS541300	Architectural, engineering and related services
BS541400	Specialized design services
BS541500	Computer systems design and related services
BS541800	Advertising, public relations, and related services
BS541900	Other professional, scientific and technical services
BS561A00	Facilities and other support services
BS610000	Educational services
BS71A000	Performing arts, spectator sports and related industries, and heritage institutions
BS812A00	Personal care services and other personal services
BS813000	Professional and similar organizations
GS611100	Elementary and secondary schools
GS611200	Community colleges and C.E.G.E.P.s
GS611300	Universities
GS611A00	Other educational services
GS911A00	Other federal government services (except defence)
GS912000	Other provincial and territorial government services
GS913000	Other municipal government services
NP610000	Educational services
NP710000	Arts, entertainment and recreation
NP813A00	Grant-making, civic, and professional and similar organizations
NP999999	Other non-profit institutions serving households

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Appendix H Culture and sport products in the Provincial and Territorial Culture Satellite Account 2010 by Input-Output Commodity Classification

Table H.1
Culture and sport products in the Provincial and Territorial Culture Satellite Account 2010 by Input-Output Commodity Classification

Input-Output Commodity Classification (IOCC)	
IOCC code	IOCC title
MPG323001	Printed products
MPG332A09	Fabricated metal products, not elsewhere classified
MPG339901	Jewellery and silverware
MPG339909	Other miscellaneous goods
MPG511111	Newspapers, print and electronic
MPG5111A1	Periodicals, print and electronic
MPG5111A2	Books, print and electronic
MPG5111A3	Other published products
MPS323002	Support services for printing
MPS323003	Contract printing services for publishers
MPS410001	Wholesale margins
MPS4A0001	Retail margins
MPS511112	Advertising space in newspapers
MPS5111A4	Advertising space in periodicals and other published printed products
MPS5111X0	Licensing fees to distribute or reproduce published products, print and electronic
MPS511200	General purpose software
MPS512130	Admissions to motion picture film exhibitions
MPS5121A1	Movies, television programs and videos
MPS5121A2	Motion picture and video production and related services
MPS5121A3	Licensing fees to distribute or reproduce motion pictures and videos
MPS512201	Music and audio works
MPS512202	Studio and audio recording services
MPS512203	Licensing fees to distribute or reproduce music and audio works
MPS515100	Advertising air time on radio
MPS515A01	Advertising air time on television
MPS515A02	Fees for the distribution of television and radio program channels
MPS517003	Cable, satellite and other program distribution services
MPS519001	Subscriptions to Internet sites and contents
MPS519002	Advertising space on the Internet
MPS519009	Other information services
MPS531102	Rental of non-residential real estate
MPS532A03	Commercial and industrial machinery and equipment renting and leasing services
MPS532A09	Other goods rental and leasing services
MPS533000	Rights to non-financial intangible assets
MPS541300	Architectural, engineering and related services
MPS541400	Specialized design services
MPS541501	Custom software design and development services
MPS541600	Management, scientific and technical consulting services
MPS541701	Research and development services
MPS541800	Advertising, public relations and related services
MPS541901	Photographic services
MPS541909	Other professional, scientific and technical services
MPS561400	Business support services
MPS561A00	Facilities and other support services
MPS610001	Tuition and similar fees for elementary and secondary schools
MPS610002	Tuition and similar fees for colleges and C.E.G.E.P.s
MPS610003	Tuition and similar fees for universities
MPS610004	Tuition and similar fees for trade, technical and professional training
MPS610009	Other educational training and services
MPS713A00	Amusement and recreation services
MPS71A001	Admissions to live sporting events
MPS71A002	Admissions to live performing arts performances
MPS71A003	Sport and performing arts event organization services
MPS71A004	Career management and representation services of public figures

Table H.1
Culture and sport products in the Provincial and Territorial Culture Satellite Account 2010 by Input-Output Commodity Classification (concluded)

Input-Output Commodity Classification (IOCC)	
IOCC code	IOCC title
MPS71A005	Contract production of live performances, events and copyrighted works
MPS71A006	Licensing of rights to use copyrighted works and media rights
MPS71A007	Technical artistic services
MPS71A008	Heritage institution services
MPS812A09	Other personal and personal care services
MPS813000	Other membership services
MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households
MPS9B0000	Sales of other government services
NGS611100	Elementary and secondary school services provided by governments
NGS611200	Community college and C.E.G.E.P services provided by governments
NGS611300	University services provided by governments
NGS611A00	Other educational services provided by governments
NNP610000	Educational services provided by Non-Profit Institutions Serving Households
NNP710000	Arts, entertainment and recreation services provided by Non-Profit Institutions Serving Households
NNP813930	Labour organization membership services
NNP813A01	Grant-making, civic, and professional and similar organization services
NNP999999	Other services provided by Non-Profit Institutions Serving Households

Source: Statistics Canada.

Appendix I Culture and sport industries in the Provincial and Territorial Culture Satellite Account by domain, 2010

Table I.1
Culture and sport industries in Provincial and Territorial Culture Satellite Account by domain, 2010

Domains and sub-domains	Input-Output Industry Classification (IOIC)	
	IOIC code	IOIC title
Heritage and libraries		
Archives	BS519000	Other information services
	NP999999	Other non-profit institutions serving households
Libraries	BS519000	Other information services
	NP999999	Other non-profit institutions serving households
Culture heritage	BS71A000	Performing arts, spectator sports and related industries, and heritage institutions
	NP710000	Arts, entertainment and recreation
Natural heritage	BS71A000	Performing arts, spectator sports and related industries, and heritage institutions
	NP710000	Arts, entertainment and recreation
Live performance		
Performing arts	BS71A000	Performing arts, spectator sports and related industries, and heritage institutions
	NP710000	Arts, entertainment and recreation
Festivals and celebrations	BS71A000	Performing arts, spectator sports and related industries, and heritage institutions
	NP710000	Arts, entertainment and recreation
Visual and applied arts		
Original visual art	BS453000	Miscellaneous store retailers
	BS71A000	Performing arts, spectator sports and related industries, and heritage institutions
	NP710000	Arts, entertainment and recreation
	NP999999	Other non-profit institutions serving households
Art reproductions	BS442000	Furniture and home furnishings stores
	NP999999	Other non-profit institutions serving households
Photography	BS519000	Other information services
	BS541900	Other professional, scientific and technical services
	BS812A00	Personal care services and other personal services
	NP999999	Other non-profit institutions serving households
Crafts	BS323000	Printing and related support activities
	BS332A00	Cutlery, hand tools and other fabricated metal product manufacturing
	BS339900	Other miscellaneous manufacturing
	BS414000	Personal and household goods wholesaler-distributors
	BS416000	Building material and supplies wholesaler-distributors
	BS418000	Miscellaneous wholesaler-distributors
	BS448000	Clothing and clothing accessories stores
	BS453000	Miscellaneous store retailers
Advertising	NP999999	Other non-profit institutions serving households
	BS541800	Advertising, public relations, and related services
Architecture	NP999999	Other non-profit institutions serving households
	BS541300	Architectural, engineering and related services
Design	NP999999	Other non-profit institutions serving households
	BS541400	Specialized design services
	BS541500	Computer systems design and related services
Written and published works	NP999999	Other non-profit institutions serving households
Books	BS5111A0	Periodical, book and directory publishers
	NP999999	Other non-profit institutions serving households
Periodicals	BS5111A0	Periodical, book and directory publishers
	NP999999	Other non-profit institutions serving households
Newspapers	BS511110	Newspaper publishers
	BS519000	Other information services
Other published works	NP999999	Other non-profit institutions serving households
	BS5111A0	Periodical, book and directory publishers
Collected information	NP999999	Other non-profit institutions serving households
	BS5111A0	Periodical, book and directory publishers
Multi subdomain	BS323000	Printing and related support activities
	BS414000	Personal and household goods wholesaler-distributors
	BS419000	Wholesale electronic markets, and agents and brokers
	BS451000	Sporting goods, hobby, book and music stores
	BS541900	Other professional, scientific and technical services
	BS71A000	Performing arts, spectator sports and related industries, and heritage institutions
	NP710000	Arts, entertainment and recreation
	NP999999	Other non-profit institutions serving households

Table I.1
Culture and sport industries in Provincial and Territorial Culture Satellite Account by domain, 2010 (concluded)

Domains and sub-domains	Input-Output Industry Classification (IOIC)	
	IOIC code	IOIC title
Audio-visual and interactive media		
Film and video	BS414000	Personal and household goods wholesaler-distributors
	BS512130	Motion picture and video exhibition
Broadcasting	BS5121A0	Motion picture and video industries (except exhibition)
	BS532A00	Rental and leasing services (except automotive equipment)
	NP999999	Other non-profit institutions serving households
	BS515100	Radio and television broadcasting
	BS515200	Pay and specialty television
	BS517000	Telecommunications
Interactive media	NP999999	Other non-profit institutions serving households
	BS451000	Sporting goods, hobby, book and music stores
	BS511200	Software publishers
Sound recording		
Music publishing	NP999999	Other non-profit institutions serving households
	BS451000	Sporting goods, hobby, book and music stores
Sound recording	BS512200	Sound recording industries
	NP999999	Other non-profit institutions serving households
	BS414000	Personal and household goods wholesaler-distributors
	BS451000	Sporting goods, hobby, book and music stores
	BS512200	Sound recording industries
Education and training		
Education and training	NP999999	Other non-profit institutions serving households
	BS610000	Educational services
	GS611100	Elementary and secondary schools
	GS611200	Community colleges and C.E.G.E.P.s
	GS611300	Universities
	GS611A00	Other educational services
	NP610000	Educational services
	BS52A000	Financial investment services, funds and other financial vehicles
Governance, funding and professional support		
Governance, funding and professional support	BS71A000	Performing arts, spectator sports and related industries, and heritage institutions
	BS813000	Professional and similar organizations
	GS911A00	Other federal government services (except defence)
	GS912000	Other provincial and territorial government services
	GS913000	Other municipal government services
	NP710000	Arts, entertainment and recreation
	NP813A00	Grant-making, civic, and professional and similar organizations
	NP999999	Other non-profit institutions serving households
	BS334A00	Other electronic product manufacturing
	BS519000	Other information services
	BS533000	Lessors of non-financial intangible assets (except copyrighted works)
Multi		
Multi	BS561A00	Facilities and other support services
	NP999999	Other non-profit institutions serving households
Sport		
Organized sport	BS71A000	Performing arts, spectator sports and related industries, and heritage institutions
	NP710000	Arts, entertainment and recreation
Informal sport	BS813000	Professional and similar organizations
	NP610000	Educational services
Education and training	NP813A00	Grant-making, civic, and professional and similar organizations
	BS610000	Educational services
	GS611100	Elementary and secondary schools
	GS611200	Community colleges and C.E.G.E.P.s
	GS611300	Universities
	GS611A00	Other educational services
	GS911A00	Other federal government services (except defence)
	GS912000	Other provincial and territorial government services
Governance, funding and professional support	GS913000	Other municipal government services

Source: Statistics Canada, Provincial and Territorial Culture Satellite Account, 2010.

Appendix J Culture and sport products in the Provincial and Territorial Culture Satellite Account by domain, 2010

Table J.1

Culture and sport products in the Provincial and Territorial Culture Satellite Account by domain, 2010

Input-Output commodity classification (IOCC)		
Domains and subdomains	IOCCcode	IOCC title
Heritage and libraries		
Archives	MPS4A0001	Retail margins
	MPS519001	Subscriptions to Internet sites and contents
	MPS519002	Advertising space on the Internet
	MPS519009	Other information services
	MPS531102	Rental of non-residential real estate
	MPS541701	Research and development services
Libraries	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households
	NNP999999	Other services provided by Non-Profit Institutions Serving Households
	MPS4A0001	Retail margins
	MPS519001	Subscriptions to Internet sites and contents
	MPS519002	Advertising space on the Internet
	MPS519009	Other information services
	MPS531102	Rental of non-residential real estate
	MPS541701	Research and development services
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households
	NNP999999	Other services provided by Non-Profit Institutions Serving Households
Culture heritage	MPG339909	Other miscellaneous goods
	MPS4A0001	Retail margins
	MPS531102	Rental of non-residential real estate
	MPS532A09	Other goods rental and leasing services
	MPS533000	Rights to non-financial intangible assets
	MPS541800	Advertising, public relations and related services
	MPS71A004	Career management and representation services of public figures
	MPS71A008	Heritage institution services
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households
	NNP710000	Arts, entertainment and recreation services provided by Non-Profit Institutions Serving Households
	MPG339909	Other miscellaneous goods
	MPS4A0001	Retail margins
	MPS531102	Rental of non-residential real estate
	MPS532A09	Other goods rental and leasing services
MPS533000	Rights to non-financial intangible assets	
MPS541800	Advertising, public relations and related services	
MPS71A004	Career management and representation services of public figures	
MPS71A008	Heritage institution services	
MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households	
NNP710000	Arts, entertainment and recreation services provided by Non-Profit Institutions Serving Households	
Live performance		
Performing arts	MPG339909	Other miscellaneous goods
	MPS4A0001	Retail margins
	MPS531102	Rental of non-residential real estate
	MPS533000	Rights to non-financial intangible assets
	MPS71A001	Admissions to live sporting events
	MPS71A002	Admissions to live performing arts performances
	MPS71A003	Sport and performing arts event organization services
	MPS71A004	Career management and representation services of public figures
	MPS71A005	Contract production of live performances, events and copyrighted works
	MPS71A006	Licensing of rights to use copyrighted works and media rights
	MPS71A007	Technical artistic services
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households
	NNP710000	Arts, entertainment and recreation services provided by Non-Profit Institutions Serving Households

Table J.1
Culture and sport products in the Provincial and Territorial Culture Satellite Account by domain, 2010 (continued)

Input-Output commodity classification (IOCC)			
Domains and subdomains	IOCCcode	IOCC title	
Festivals and celebrations	MPG339909	Other miscellaneous goods	
	MPS4A0001	Retail margins	
	MPS533000	Rights to non-financial intangible assets	
	MPS71A001	Admissions to live sporting events	
	MPS71A002	Admissions to live performing arts performances	
	MPS71A003	Sport and performing arts event organization services	
	MPS71A004	Career management and representation services of public figures	
	MPS71A005	Contract production of live performances, events and copyrighted works	
	MPS71A007	Technical artistic services	
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households	
Visual and applied arts	NNP710000	Arts, entertainment and recreation services provided by Non-Profit Institutions Serving Households	
Original visual art	MPG339909	Other miscellaneous goods	
	MPS4A0001	Retail margins	
	MPS531102	Rental of non-residential real estate	
	MPS532A03	Commercial and industrial machinery and equipment renting and leasing services	
	MPS532A09	Other goods rental and leasing services	
	MPS533000	Rights to non-financial intangible assets	
	MPS541701	Research and development services	
	MPS71A001	Admissions to live sporting events	
	MPS71A003	Sport and performing arts event organization services	
	MPS71A004	Career management and representation services of public figures	
	MPS71A005	Contract production of live performances, events and copyrighted works	
	MPS71A007	Technical artistic services	
	MPS812A09	Other personal and personal care services	
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households	
	NNP710000	Arts, entertainment and recreation services provided by Non-Profit Institutions Serving Households	
	NNP999999	Other services provided by Non-Profit Institutions Serving Households	
	Art reproductions	MPS4A0001	Retail margins
MPS531102		Rental of non-residential real estate	
MPS532A03		Commercial and industrial machinery and equipment renting and leasing services	
MPS532A09		Other goods rental and leasing services	
MPS541701		Research and development services	
MPS541909		Other professional, scientific and technical services	
MPS9A0000		Sales of other services by Non-Profit Institutions Serving Households	
NNP999999		Other services provided by Non-Profit Institutions Serving Households	
Photography		MPS4A0001	Retail margins
		MPS519001	Subscriptions to Internet sites and contents
	MPS519002	Advertising space on the Internet	
	MPS519009	Other information services	
	MPS531102	Rental of non-residential real estate	
	MPS532A03	Commercial and industrial machinery and equipment renting and leasing services	
	MPS533000	Rights to non-financial intangible assets	
	MPS541701	Research and development services	
	MPS541901	Photographic services	
	MPS812A09	Other personal and personal care services	
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households	
	NNP999999	Other services provided by Non-Profit Institutions Serving Households	

**Table J.1
Culture and sport products in the Provincial and Territorial Culture Satellite Account by domain, 2010 (continued)**

Input-Output commodity classification (IOCC)			
Domains and subdomains	IOCCcode	IOCC title	
Crafts	MPG332A09	Fabricated metal products, not elsewhere classified	
	MPG339901	Jewellery and silverware	
	MPG339909	Other miscellaneous goods	
	MPS323002	Support services for printing	
	MPS410001	Wholesale margins	
	MPS4A0001	Retail margins	
	MPS531102	Rental of non-residential real estate	
	MPS532A03	Commercial and industrial machinery and equipment renting and leasing services	
	MPS532A09	Other goods rental and leasing services	
	MPS533000	Rights to non-financial intangible assets	
	MPS541600	Management, scientific and technical consulting services	
	MPS541701	Research and development services	
	MPS541909	Other professional, scientific and technical services	
	MPS561400	Business support services	
	MPS812A09	Other personal and personal care services	
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households	
	NNP999999	Other services provided by Non-Profit Institutions Serving Households	
	Advertising	MPS4A0001	Retail margins
		MPS531102	Rental of non-residential real estate
MPS533000		Rights to non-financial intangible assets	
MPS541701		Research and development services	
MPS541800		Advertising, public relations and related services	
MPS9A0000		Sales of other services by Non-Profit Institutions Serving Households	
Architecture	NNP999999	Other services provided by Non-Profit Institutions Serving Households	
	MPS4A0001	Retail margins	
	MPS531102	Rental of non-residential real estate	
	MPS532A03	Commercial and industrial machinery and equipment renting and leasing services	
	MPS532A09	Other goods rental and leasing services	
	MPS533000	Rights to non-financial intangible assets	
	MPS541300	Architectural, engineering and related services	
	MPS541600	Management, scientific and technical consulting services	
	MPS541701	Research and development services	
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households	
Design	NNP999999	Other services provided by Non-Profit Institutions Serving Households	
	MPS323003	Contract printing services for publishers	
	MPS410001	Wholesale margins	
	MPS4A0001	Retail margins	
	MPS531102	Rental of non-residential real estate	
	MPS533000	Rights to non-financial intangible assets	
	MPS541400	Specialized design services	
	MPS541501	Custom software design and development services	
	MPS541600	Management, scientific and technical consulting services	
	MPS541701	Research and development services	
	MPS610004	Tuition and similar fees for trade, technical and professional training	
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households	
	NNP999999	Other services provided by Non-Profit Institutions Serving Households	
Written and published works			
Books	MPG5111A1	Periodicals, print and electronic	
	MPG5111A2	Books, print and electronic	
	MPG5111A3	Other published products	
	MPS323003	Contract printing services for publishers	
	MPS410001	Wholesale margins	
	MPS4A0001	Retail margins	
	MPS5111X0	Licensing fees to distribute or reproduce published products, print and electronic	
	MPS531102	Rental of non-residential real estate	
	MPS541701	Research and development services	
	MPS561400	Business support services	
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households	
	NNP999999	Other services provided by Non-Profit Institutions Serving Households	

Table J.1
Culture and sport products in the Provincial and Territorial Culture Satellite Account by domain, 2010 (continued)

Input-Output commodity classification (IOCC)			
Domains and subdomains	IOCCcode	IOCC title	
Periodicals	MPG5111A1	Periodicals, print and electronic	
	MPG5111A2	Books, print and electronic	
	MPG5111A3	Other published products	
	MPS323003	Contract printing services for publishers	
	MPS4A0001	Retail margins	
	MPS5111A4	Advertising space in periodicals and other published printed products	
	MPS5111X0	Licensing fees to distribute or reproduce published products, print and electronic	
	MPS519002	Advertising space on the Internet	
	MPS531102	Rental of non-residential real estate	
	MPS541701	Research and development services	
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households	
	NNP999999	Other services provided by Non-Profit Institutions Serving Households	
	Newspapers	MPG511111	Newspapers, print and electronic
		MPG5111A3	Other published products
MPS323003		Contract printing services for publishers	
MPS4A0001		Retail margins	
MPS511112		Advertising space in newspapers	
MPS5111X0		Licensing fees to distribute or reproduce published products, print and electronic	
MPS519001		Subscriptions to Internet sites and contents	
MPS519002		Advertising space on the Internet	
MPS519009		Other information services	
MPS531102		Rental of non-residential real estate	
MPS541701		Research and development services	
MPS561400		Business support services	
MPS9A0000		Sales of other services by Non-Profit Institutions Serving Households	
NNP999999		Other services provided by Non-Profit Institutions Serving Households	
Other published works	MPG5111A3	Other published products	
	MPS4A0001	Retail margins	
	MPS5111A4	Advertising space in periodicals and other published printed products	
	MPS531102	Rental of non-residential real estate	
	MPS541701	Research and development services	
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households	
Collected information	NNP999999	Other services provided by Non-Profit Institutions Serving Households	
	MPG5111A3	Other published products	
	MPS5111A4	Advertising space in periodicals and other published printed products	
	MPS5111X0	Licensing fees to distribute or reproduce published products, print and electronic	
Multi subdomain	MPS519001	Subscriptions to Internet sites and contents	
	MPS519002	Advertising space on the Internet	
	MPG323001	Printed products	
	MPG339909	Other miscellaneous goods	
	MPS323002	Support services for printing	
	MPS323003	Contract printing services for publishers	
	MPS410001	Wholesale margins	
	MPS4A0001	Retail margins	
	MPS531102	Rental of non-residential real estate	
	MPS532A03	Commercial and industrial machinery and equipment renting and leasing services	
	MPS533000	Rights to non-financial intangible assets	
	MPS541600	Management, scientific and technical consulting services	
	MPS541701	Research and development services	
	MPS541909	Other professional, scientific and technical services	
	MPS561400	Business support services	
	MPS71A003	Sport and performing arts event organization services	
	MPS71A004	Career management and representation services of public figures	
MPS71A005	Contract production of live performances, events and copyrighted works		
MPS71A007	Technical artistic services		
MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households		
NNP710000	Arts, entertainment and recreation services provided by Non-Profit Institutions Serving Households		
NNP999999	Other services provided by Non-Profit Institutions Serving Households		

Table J.1
Culture and sport products in the Provincial and Territorial Culture Satellite Account by domain, 2010 (continued)

Input-Output commodity classification (IOCC)		
Domains and subdomains	IOCCcode	IOCC title
Audio-visual and interactive media		
Film and video	MPS410001	Wholesale margins
	MPS4A0001	Retail margins
	MPS512130	Admissions to motion picture film exhibitions
	MPS5121A1	Movies, television programs and videos
	MPS5121A2	Motion picture and video production and related services
	MPS5121A3	Licensing fees to distribute or reproduce motion pictures and videos
	MPS531102	Rental of non-residential real estate
	MPS532A03	Commercial and industrial machinery and equipment renting and leasing services
	MPS532A09	Other goods rental and leasing services
	MPS533000	Rights to non-financial intangible assets
	MPS541701	Research and development services
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households
	NNP999999	Other services provided by Non-Profit Institutions Serving Households
Broadcasting	MPS410001	Wholesale margins
	MPS4A0001	Retail margins
	MPS5121A3	Licensing fees to distribute or reproduce motion pictures and videos
	MPS512203	Licensing fees to distribute or reproduce music and audio works
	MPS515100	Advertising air time on radio
	MPS515A01	Advertising air time on television
	MPS515A02	Fees for the distribution of television and radio program channels
	MPS517003	Cable, satellite and other program distribution services
	MPS519001	Subscriptions to Internet sites and contents
	MPS519002	Advertising space on the Internet
	MPS519009	Other information services
	MPS531102	Rental of non-residential real estate
	MPS532A03	Commercial and industrial machinery and equipment renting and leasing services
	MPS532A09	Other goods rental and leasing services
	MPS533000	Rights to non-financial intangible assets
	MPS541600	Management, scientific and technical consulting services
	MPS541701	Research and development services
	MPS561400	Business support services
	MPS71A005	Contract production of live performances, events and copyrighted works
	MPS71A006	Licensing of rights to use copyrighted works and media rights
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households
	NNP999999	Other services provided by Non-Profit Institutions Serving Households
Interactive media	MPS410001	Wholesale margins
	MPS4A0001	Retail margins
	MPS511200	General purpose software
	MPS531102	Rental of non-residential real estate
	MPS532A03	Commercial and industrial machinery and equipment renting and leasing services
	MPS532A09	Other goods rental and leasing services
	MPS533000	Rights to non-financial intangible assets
	MPS541501	Custom software design and development services
	MPS541701	Research and development services
	MPS610004	Tuition and similar fees for trade, technical and professional training
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households
	NNP999999	Other services provided by Non-Profit Institutions Serving Households

Table J.1
Culture and sport products in the Provincial and Territorial Culture Satellite Account by domain, 2010 (concluded)

Input-Output commodity classification (IOCC)		
Domains and subdomains	IOCCcode	IOCC title
Sound recording		
Music publishing	MPS4A0001	Retail margins
	MPS5121A1	Movies, television programs and videos
	MPS512201	Music and audio works
	MPS512202	Studio and audio recording services
	MPS512203	Licensing fees to distribute or reproduce music and audio works
	MPS531102	Rental of non-residential real estate
	MPS532A03	Commercial and industrial machinery and equipment renting and leasing services
	MPS532A09	Other goods rental and leasing services
	MPS541701	Research and development services
	MPS71A004	Career management and representation services of public figures
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households
	NNP999999	Other services provided by Non-Profit Institutions Serving Households
Sound recording	MPS410001	Wholesale margins
	MPS4A0001	Retail margins
	MPS5121A1	Movies, television programs and videos
	MPS512201	Music and audio works
	MPS512202	Studio and audio recording services
	MPS512203	Licensing fees to distribute or reproduce music and audio works
	MPS531102	Rental of non-residential real estate
	MPS532A03	Commercial and industrial machinery and equipment renting and leasing services
	MPS532A09	Other goods rental and leasing services
	MPS541701	Research and development services
	MPS71A004	Career management and representation services of public figures
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households
	NNP999999	Other services provided by Non-Profit Institutions Serving Households
Education and training	MPS4A0001	Retail margins
	MPS531102	Rental of non-residential real estate
	MPS541600	Management, scientific and technical consulting services
	MPS541701	Research and development services
	MPS541909	Other professional, scientific and technical services
	MPS561400	Business support services
	MPS610001	Tuition and similar fees for elementary and secondary schools
	MPS610002	Tuition and similar fees for colleges and C.E.G.E.P.s
	MPS610003	Tuition and similar fees for universities
	MPS610004	Tuition and similar fees for trade, technical and professional training
	MPS610009	Other educational training and services
	MPS71A005	Contract production of live performances, events and copyrighted works
	MPS71A007	Technical artistic services
	MPS71A008	Heritage institution services
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households
	NGS611100	Elementary and secondary school services provided by governments
	NGS611200	Community college and C.E.G.E.P services provided by governments
	NGS611300	University services provided by governments
	NGS611A00	Other educational services provided by governments
	NNP610000	Educational services provided by Non-Profit Institutions Serving Households

**Table J.1
Culture and sport products in the Provincial and Territorial Culture Satellite Account by domain, 2010 (continued)**

Input-Output commodity classification (IOCC)		
Domains and subdomains	IOCCcode	IOCC title
Governance, funding and professional support	MPG339909	Other miscellaneous goods
	MPG5111A3	Other published products
	MPS323002	Support services for printing
	MPS4A0001	Retail margins
	MPS5121A3	Licensing fees to distribute or reproduce motion pictures and videos
	MPS512203	Licensing fees to distribute or reproduce music and audio works
	MPS515A02	Fees for the distribution of television and radio program channels
	MPS519001	Subscriptions to Internet sites and contents
	MPS519009	Other information services
	MPS531102	Rental of non-residential real estate
	MPS532A03	Commercial and industrial machinery and equipment renting and leasing services
	MPS532A09	Other goods rental and leasing services
	MPS533000	Rights to non-financial intangible assets
	MPS541600	Management, scientific and technical consulting services
	MPS541701	Research and development services
	MPS541909	Other professional, scientific and technical services
	MPS561400	Business support services
	MPS71A003	Sport and performing arts event organization services
	MPS71A004	Career management and representation services of public figures
	MPS71A005	Contract production of live performances, events and copyrighted works
	MPS71A006	Licensing of rights to use copyrighted works and media rights
	MPS71A007	Technical artistic services
	MPS71A008	Heritage institution services
	MPS812A09	Other personal and personal care services
	MPS813000	Other membership services
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households
	MPS9B0000	Sales of other government services
	NNP710000	Arts, entertainment and recreation services provided by Non-Profit Institutions Serving Households
	NNP813930	Labour organization membership services
	NNP813A01	Grant-making, civic, and professional and similar organization services
	NNP999999	Other services provided by Non-Profit Institutions Serving Households
	Multi	MPG5111A3
MPS410001		Wholesale margins
MPS4A0001		Retail margins
MPS5121A1		Movies, television programs and videos
MPS519001		Subscriptions to Internet sites and contents
MPS519002		Advertising space on the Internet
MPS519009		Other information services
MPS531102		Rental of non-residential real estate
MPS532A03		Commercial and industrial machinery and equipment renting and leasing services
MPS533000		Rights to non-financial intangible assets
MPS541600		Management, scientific and technical consulting services
MPS541701		Research and development services
MPS561400		Business support services
MPS561A00		Facilities and other support services
MPS9A0000		Sales of other services by Non-Profit Institutions Serving Households
NNP999999		Other services provided by Non-Profit Institutions Serving Households
Sport Organized sport		MPG339909
	MPS4A0001	Retail margins
	MPS531102	Rental of non-residential real estate
	MPS533000	Rights to non-financial intangible assets
	MPS71A001	Admissions to live sporting events
	MPS71A002	Admissions to live performing arts performances
	MPS71A003	Sport and performing arts event organization services
	MPS71A004	Career management and representation services of public figures
	MPS71A005	Contract production of live performances, events and copyrighted works
	MPS71A007	Technical artistic services
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households
	NNP710000	Arts, entertainment and recreation services provided by Non-Profit Institutions Serving Households

Table J.1
Culture and sport products in the Provincial and Territorial Culture Satellite Account by domain, 2010 (concluded)

Input-Output commodity classification (IOCC)		
Domains and subdomains	IOCCcode	IOCC title
Informal sport	MPS4A0001	Retail margins
	MPS531102	Rental of non-residential real estate
	MPS610001	Tuition and similar fees for elementary and secondary schools
	MPS610004	Tuition and similar fees for trade, technical and professional training
	MPS610009	Other educational training and services
	MPS813000	Other membership services
	MPS9A0000	Sales of other services by Non-Profit Institutions Serving Households
	NNP610000	Educational services provided by Non-Profit Institutions Serving Households
	NNP813930	Labour organization membership services
	NNP813A01	Grant-making, civic, and professional and similar organization services
Education and training	MPS4A0001	Retail margins
	MPS531102	Rental of non-residential real estate
	MPS541600	Management, scientific and technical consulting services
	MPS541701	Research and development services
	MPS541909	Other professional, scientific and technical services
	MPS561400	Business support services
	MPS610001	Tuition and similar fees for elementary and secondary schools
	MPS610002	Tuition and similar fees for colleges and C.E.G.E.P.s
	MPS610003	Tuition and similar fees for universities
	MPS610004	Tuition and similar fees for trade, technical and professional training
	MPS610009	Other educational training and services
	MPS71A005	Contract production of live performances, events and copyrighted works
	MPS71A007	Technical artistic services
	MPS71A008	Heritage institution services
	NGS611100	Elementary and secondary school services provided by governments
	NGS611200	Community college and C.E.G.E.P services provided by governments
	NGS611300	University services provided by governments
	NGS611A00	Other educational services provided by governments
	Governance, funding and professional support	MPG5111A3
MPS323002		Support services for printing
MPS519001		Subscriptions to Internet sites and contents
MPS519009		Other information services
MPS531102		Rental of non-residential real estate
MPS532A03		Commercial and industrial machinery and equipment renting and leasing services
MPS532A09		Other goods rental and leasing services
MPS541600		Management, scientific and technical consulting services
MPS541701		Research and development services
MPS541909		Other professional, scientific and technical services
MPS561400		Business support services
MPS713A00		Amusement and recreation services
MPS71A003		Sport and performing arts event organization services
MPS71A005		Contract production of live performances, events and copyrighted works
MPS812A09		Other personal and personal care services
MPS813000		Other membership services
MPS9B0000		Sales of other government services

Source: Provincial and Territorial Culture Satellite Account, 2010.

Appendix K Surveys used in the Provincial and Territorial Culture Satellite Account, 2010

Table K.1
Surveys used in the Provincial and Territorial Culture Satellite Account, 2010

Survey name	Survey ID
Annual Survey of Manufactures and Logging (ASML)	2103
Annual Survey of Service Industries: Software Development and Computer Services	2410
Survey of Service Industries: Film, Television and Video Production	2413
Survey of Service Industries: Film and Video Distribution	2414
Survey of Service Industries: Film, Television and Video Post-production	2415
Survey of Service Industries: Motion Picture Theatres	2416
Annual Survey of Service Industries: Architectural Services	2420
Annual Survey of Service Industries: Personal Services	2424
Annual Survey of Service Industries: Consumer Goods Rental	2434
Annual Survey of Service Industries: Advertising and Related Services	2437
Annual Wholesale Trade Survey	2445
Annual Retail Trade Survey	2447
Survey of Service Industries: Book Publishers	3105
Annual Survey of Service Industries: Heritage Institutions	3107
Survey of Service Industries: Performing Arts	3108
Survey of Service Industries: Sound Recording and Music Publishing	3115
Survey of Provincial/Territorial Government Expenditures on Culture	3116
Survey of Federal Government Expenditures on Culture	3117
Survey of Service Industries: Newspaper Publishers	4710
Annual Survey of Service Industries: Database, Directory and Specialty Publishers	4711
Annual Survey of Service Industries: Specialized Design	4719
Postsecondary Student Information System (PSIS)	5017
Survey of Service Industries: Periodical Publishers	5091
Annual Survey of Service Industries: Spectator Sports, Event Promoters, Artists and Related Industries	5132

Source: Statistics Canada

Appendix L Revisions to the Canadian Culture Satellite Account, 2010

The development of the PTCSA involved the incorporation of new data which led to slight revisions to the CSA estimates published in the fall of 2014.

These small revisions included the addition of an estimate for a portion of *Facilities and other support services (MPS 561A00)* as a culture product to take into account book or artisanal shows from within NAICS561920 (*Convention and trade show organizers*). This change led to an upward adjustment to culture GDP (\$111 million), culture output (\$166 million) and culture jobs (862) at the Canada level. The incorporation of more detailed level data led to a review of non-profits activities within culture industries: the products *Arts, entertainment and recreation services provided by Non-Profit Institutions Serving Households (NNP710000)* and *Other services provided by Non-Profit Institutions Serving Households (NNP999999)* were allocated to more sub-domains. This increased the estimates for culture GDP (\$119 million), output (\$256 million) and number of jobs (2,668) at the Canada level from previously published. Refer to Table L.1a.

Table L.1a

Revisions to culture and sport gross domestic product at basic prices, output and jobs, Canada, 2010

	Revised Canada	Published Canada	Difference	Convention and Tradeshow	Non-Profit
	millions of dollars				
Gross domestic product, at basic prices					
Culture GDP	47,673	47,840	-167	111	119
Sport GDP	4,881	4,486	396	-	-
Total Culture and sport GDP	52,554	52,325	229	111	118
Output					
Culture output	92,687	93,172	-486	166	256
Sport output	8,113	7,205	908	-	1
Total Culture and sport output	100,800	100,377	422	166	256
Jobs					
	number of jobs				
Culture jobs	642,486	647,306	-4,820	862	2,685
Sport jobs	101,863	93,513	8,350	-	-152
Total Culture and sport jobs	744,349	740,819	3,530	862	2,668

Source: Statistics Canada, Provincial and Territorial Satellite Account, 2010.

The process of compiling the PTCSA also contributed to improve the methods used to allocate the culture products "Other information services" and "Other miscellaneous goods". These changes affected both the culture and the sport estimates—total sport GDP (\$396 million), output (\$909 million), and jobs (8,350) increased, but this was offset by a matching decrease in culture GDP, output and jobs as compared to the national estimates published the fall of 2014. Refer to Table L.1b.

Table L.1b

Revisions to culture and sport gross domestic product at basic prices, output and jobs, Canada, by domain, Canada, 2010

	Other Information Services	Other Misc. Goods	Total Changes
Domains			
millions of dollars			
Gross domestic product, at basic prices			
Heritage and libraries	-128	28	-100
Live performance	0	231	231
Visual and applied arts	29	-766	-737
Written and published works	97	21	118
Audio-visual and interactive media	1	0	1
Sound recording	0	0	0
Education and training	0	0	0
Governance, funding and professional support	1	90	91
Multi	0	0	0
Total Culture GDP	0	-396	-396
Total Sport GDP	0	396	396
Total net revisions	0	0	0
millions of dollars			
Output			0
Heritage and libraries	-386	65	-321
Live performance	0	530	530
Visual and applied arts	89	-1,764	-1,676
Written and published works	294	49	343
Audio-visual and interactive media	2	0	2
Sound recording	0	0	0
Education and training	0	0	0
Governance, funding and professional support	2	211	213
Multi	0	0	0
Total Culture output	0	-909	-909
Total Sport output	0	909	909
Total net revisions	0	0	0
number of jobs			
Jobs			0
Heritage and libraries	-2,321	598	-1,723
Live performance	0	4,872	4,872
Visual and applied arts	533	-15,366	-14,833
Written and published works	1,767	453	2,220
Audio-visual and interactive media	11	0	11
Sound recording	0	0	0
Education and training	0	0	0
Governance, funding and professional support	9	1,093	1,102
Multi	0	0	0
Total Culture jobs		-8,350	-8,351
Total Sport jobs	1	8,350	8,351
Total net revisions	0	0	0

Source: Statistics Canada, Provincial and Territorial Satellite Account, 2010.

Glossary

Basic price: a basic price valuation includes the costs of production factors (labour and capital) and taxes and subsidies on production factors

Culture: a creative artistic activity and the goods and services produced by this creative activity and the preservation of heritage.

Culture goods and services: in the context of the CSA, and following the CFCS, culture goods are defined as original and mass-produced goods which contain culture content, resulting from creative artistic activity. A culture service on the other hand is defined to include creative services (which can, in turn, include copyright payments or receipts), content services (services that add to, or alter a culture product), broadcasts, live performances and other culture events (such as museum exhibits).

Culture GDP or GDP of culture activities: is the value added related to the production of all culture goods and services in the economy produced by culture and non-culture industries. For example, for the performing arts industry which may generate GDP from admissions to live performances and food and beverages services (a non-culture activity) only the GDP from admissions to live performances (the culture activity) will be counted. However, it will also include any GDP from admissions to live performances produced outside of the live performance industry.

Culture industry: A culture industry is one for which culture products (goods or services) make up the most significant part of its output. For instance, in the live performance industry, culture products represent the majority of its output even though they have secondary activity related to the sale of food and beverages. The CFCS, and therefore the CSA, also include industries involved in the 'creative chain'.

Culture jobs: are the number of jobs in the culture and non-culture industries related to the production of all culture goods and services across the economy. Therefore it covers only the jobs required to produce culture activities. Using the example above from Culture GDP, only the individual selling admissions tickets would be in the estimate of culture jobs.

Culture output: is the value of culture goods and services produced in the economy by establishments in culture and non-culture industries.

Domain: is a category in the Canadian Framework for Culture Statistics used to group various entities for conceptual and measurement purposes. These categories describe dimensions, such as industries, products, occupations or instructional programs. For example, an industry or group of establishments (i.e. the cinematography industry) or a professional group (i.e. cinematography industry workers), or product categories (i.e. public works).

Employment: represents the number of jobs held by the self-employed, employees and unpaid⁴³ family workers. It should be noted that a job that exists for only part of the year (e.g., 4 months) counts as only a fraction of a job (1/3 of a job) for the year. It should also be noted that a part-time job at 10 hours a week counts as much as a full-time job at 50 hours a week.⁴⁴

Employment in culture industries: is measured by the number of jobs in each of the culture industries. It covers all jobs in the industry required to produce both culture and non-culture products. For example, the performing arts industry may require an individual to collect admissions tickets to a live performance (job from culture activity) and a bartender in the food and beverages services (a job from a non-culture activity). Both jobs are included in the estimate of employment in culture industries.

Employment in sport industries: is the number of jobs in each of the sport industries. It covers all jobs in the industry required to produce both sport and non-sport products. For example, a sporting event will need jobs

43. Unpaid family workers are persons who work without pay in a business, farm or professional practice owned and operated by another family member living in the same dwelling.

44. This measure of employment differs conceptually from employment measured by the Labour Force Survey (LFS). Within the LFS an individual can only have a single job, while within the CSA a person can have more than one job and those jobs can be in different industries.

for both admissions to sporting events (a sport activity) and food and beverages services (a non-sport activity). Both of these jobs will be included in the estimate of employment in sport industries.

Gross Domestic Product (GDP): is defined as the total unduplicated value of the goods and services produced in the economic territory of a country or region during a given period. GDP can be measured three ways: as total incomes earned in current production (income approach), as total final sales of current production (expenditure approach), or as total net values added in current production (value added approach). It can be valued either at basic prices or at market prices.

Gross Domestic Product (GDP) at basic prices: is Gross domestic product at market prices minus taxes less subsidies on products. Gross domestic product at basic prices is also equal to the traditional value at factor cost plus taxes less subsidies on the factors of production (labour and capital).

GDP by industry: GDP of an industry (also referred to as value added) equals output by the industry minus the value of intermediate inputs that were purchased from other industries, domestic or foreign. Value added is a measure of how much an industry has contributed to the value of its output over and above the value of intermediate inputs. GDP by industry for the economy as a whole is the sum of values added by all industries resident in Canada.

GDP by industry at basic prices: When evaluated at basic prices, an industry's GDP is the sum of its factor incomes (wages and salaries, supplementary labour income, mixed income and other operating surplus) plus taxes on production less subsidies on production.

GDP of culture industries: is the measure of GDP for each of the culture industries. It covers all of their outputs—culture and non-culture products. For example, the performing arts industry may generate GDP from both admissions to live performances (a culture activity) and food and beverages services (a non-culture activity). The GDP for both activities is included in the GDP of culture industries.

GDP of sport industries: is the measure of output from all sport industries. It covers all of their outputs—sport and non-sport products. For example, a sporting event may generate GDP from both, admissions to the sporting event (a sport activity) and food and beverages services (a non-sport activity). The GDP associated with both of these products would be included in the GDP of sport industries.

Goods and services: are the results of production. They are exchanged and used for various purposes: as inputs in the production of other goods and services, as final consumption or for investment. A good is a tangible product that can be stocked or placed in inventory. An example of a good is photographic equipment or a book. A service, on the other hand, is generally consumed at the place and time it is bought. Services cover a wide and complex variety of transactions on products that are generally intangible in nature. An example of a service is admission to a live performance or a museum exhibition.

Hours of work: actual hours worked during normal periods of work, including overtime but excluding paid leave (e.g. holidays, sick leave). Total hours worked are the aggregate number of hours actually worked during the year in employee jobs and jobs due to self-employment.

Industry: an industry is a group of establishments engaged in the same or a similar kind of economic activity.

Industry perspective: is the presentation of culture or sport activity by industry. The culture and sport industries are grouped under their respective domains and sub-domains. It measures the output, GDP and jobs of culture industries and sport industries. It covers all of the output produced by establishments in these industries including non-culture and non-sport products.

Infrastructure: includes both physical infrastructure (e.g. buildings such as theatres, recording studios) and mediating products (e.g. consumer equipment such as television sets, computers) which are essential for at least one stage of supply in the culture chain. While they provide important support for culture activity, they are factors of cultural production rather than culture products. They may be reported separately as a means of determining their size and impact on the culture sector. Dedicated facilities whose primary function is the

provision of space to culture such as museum buildings, heritage sites and buildings, theatres and cinemas are included in their respective sub-domains.

Input-output tables: Input-output tables are part of the production accounts of the CSNEA. They show the production of goods and services, the generation of income from the production process and the flows of goods and services through the economic system between producers and consumers. The transactors involved in the production process are individuals (persons or households), establishments (production units of businesses and governments), non-business entities such as non-profit institutions, and governments.

Job: an explicit or implicit contract between a person and an institutional unit to perform work in return for compensation for a defined period or until further notice. The institutional unit may be the proprietor of an unincorporated enterprise; in this case the person is described as being self-employed and earns a mixed income. The number of jobs can exceed the number of persons employed by the number of second, third, etc. jobs.

Mixed income: represents the return to both self-employed labour and capital of the unincorporated business. Mixed income consists of earnings of proprietors of unincorporated businesses (sole proprietorships and partnerships) such as retailers and consultants, earnings of independent professional practitioners such as lawyers and dentists, net (after expenses) rental income of owners of real property and the accrued net farm income of farm operators.

Multi domain: includes culture industries that are not associated with any culture domains and sub-domains: the culture portion of convention and trade show organizers; manufacturing and reproducing magnetic optical media; lessors of non-financial intangible assets; internet publishing and broadcasting and web search portal industries. These culture industries all affect more than one culture domain but cannot be easily allocated to a single domain, so they have been aggregated together.

Multi sub-domain: includes services that cannot be allocated to other specific sub-domain within Written and published works. It includes the printing of books, magazines or art work; translation services; wholesale and distribution, and retail services, etc.

North American Industry Classification System (NAICS): is an industrial classification system used to group producers into industries on the basis of similarities in their production processes. Developed jointly by Canada, Mexico and the United States in 1997, NAICS provides a common framework of classification which places industrial statistics compiled by the three countries on a comparable basis.

North American Product Classification System (NAPCS): is a classification that organizes goods and services throughout the economy in a systematic fashion. NAPCS is intended to include products of service and goods producing industries

Output: consists of those goods or services that are produced within an establishment that become available for use outside that establishment, plus any goods and services produced for own final use.

Product perspective: measures output, GDP and jobs resulting from the production of culture or sports products regardless of whether they were made by establishments in culture or non-culture industries. For example, books may be produced in more than one industry. In the product perspective, all of the activity related to the production of books is grouped together.

Salaries and wages: monetary compensation and payments-in-kind (e.g., board and lodging), to wage earners and salaried persons employed in private, public and non-profit institutions in Canada including domestic servants and baby-sitters. Other forms of compensation included are commissions, bonuses, tips, directors' fees, taxable allowances, and the values of stock options of corporations. Bonuses, commissions and retroactive wages are recorded in the period paid rather than earned. Wages and salaries are recorded on a gross basis, before deductions for taxes, employees' contributions to employment insurance, and private and public pension plans.

Satellite Account: an accounting system that follows the basic principles of the System of National Accounts but also expands the analytical capacity for selected areas of economic or social concern, without overburdening or disrupting the central system. Satellite accounts are linked with the central framework of the national accounts and through them to the main body of integrated economic statistics.

Self-employed: persons whose jobs consist mainly of operating a business, farm or professional practice, alone or in partnership. This includes: operating a farm, whether the land is rented or owned; working on a freelance or contract basis to do a job (e.g., architects, private duty nurses); operating a direct distributorship selling and delivering products such as cosmetics, newspapers, brushes and cleaning products; and fishing with own equipment or with equipment in which the person has a share. The business can be incorporated or unincorporated. Self-employed persons include those with and those without paid help.

Sport: an individual or group activity often pursued for fitness during leisure time which may be undertaken for fun or for competition. This includes recreational sports and physical activities, as well as professional, semi-professional or amateur sport clubs and independent athletes that are primarily engaged in presenting sporting events before an audience.

Sport GDP or GDP of sport activities: sport GDP is defined as the value added in an industry that is related to the production of sport goods and/or across the economy regardless of the producing industry. For example, for a sporting event which generates GDP from admissions to sporting events (a sport activity) and food and beverages services (a non-sport activity), only the GDP from admissions to sporting event (the sport activity) will be included in Sport GDP. However, it will also include any GDP from admissions to sporting events produced outside the sport industries.

Sport jobs: are defined as the number of jobs that are related to the production of sport goods and/or services regardless of the industry. For example, a sporting event may have two jobs: a job collecting admissions to sporting events (a job from sport activity) and bartender in the food and beverages services (a job from non-sport activity). Only the job of the person collecting admissions tickets to sporting events (job from culture activity) is included in sport jobs.

Sub-domain: a subordinate domain which can be used to identify a number of related industries, products and occupations and which represents a distinct sub-category of a domain.

Supplementary labour income: expenditures by employers on their labour account other than wages and salaries which are regarded as compensation of employees. It includes contributions to employment insurance, private and public pension plan contribution, worker's compensation, health and life insurance plans, and retirement allowances.

Unpaid family workers: persons who work without pay in a business, farm or professional practice owned and operated by another family member living in the same dwelling.

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